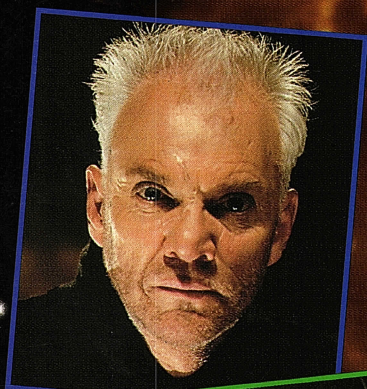


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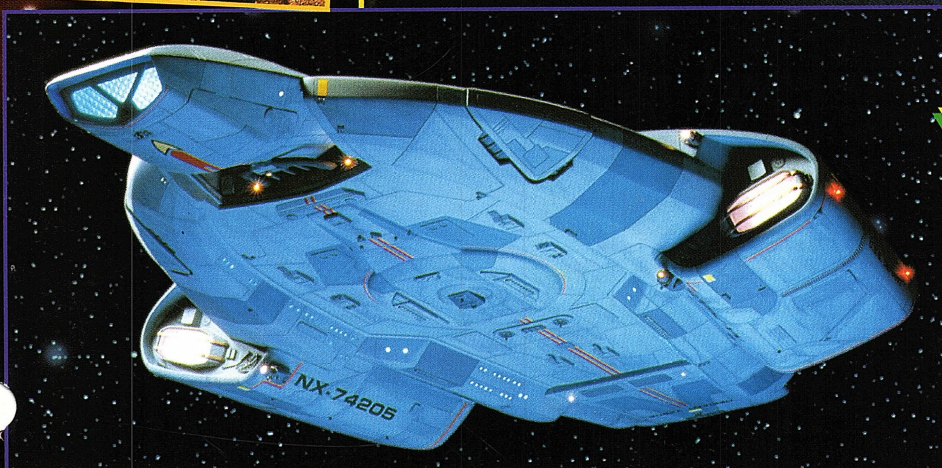
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The deadly alliance comes to an end

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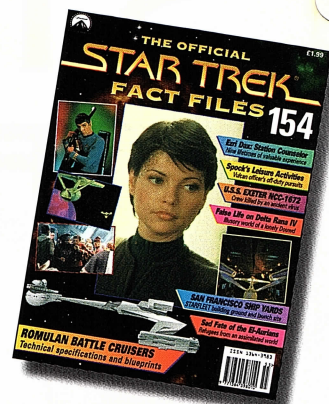
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 76



OTHER GROUPS
AND RACES

THE ETANIAN ORDER

The Etanian Order are Delta Quadrant pirates. The group's methods are similar to that of the Earth bird, the cuckoo: its members craftily wait on the sidelines while other races struggle to cultivate planets for colonization, then sweep in and claim such worlds as their own.

The ruthless and mercenary **Etanian Order** roams the **Delta Quadrant** in search of wealth. Its members are not interested in earning their rewards, however, preferring to leave others to do the hard work. They have become rich by trickery and force, watching and waiting for others to develop a planet, then stealing it from them. The evidence currently

available does not make it clear whether the members of the Etanian Order are from a single species, or a group of several species acting together. What appears most likely is that they are a violent, independent subgroup who answer to no higher authority and who have chosen to prey upon others for profit.

Goth, the only member to have been encountered by the **Federation**, is essentially humanoid in

appearance. His skin has a gray pall to it, and his face is long and slender with sharp bony ridges over the eyes and along each side. Another long bony ridge splits the center of his face.

Ranking uniform

Goth wears a rather plain gray uniform, which may be a signature of the Order and perhaps identifies rank. How typical he is of other members is unknown.

Etanian Order Scout



The only member of the Etanian Order to have been seen by the Federation is Goth, who has a bony, birdlike face and pale gray skin.

Ships scour the remote, underpopulated regions of the Delta Quadrant. When a colony is found, the Order will send in a few advance spies to discover how best to steal the planet from its rightful owners. Targets are picked carefully – its members may not have the resources to take on an entire civilization, and are therefore careful

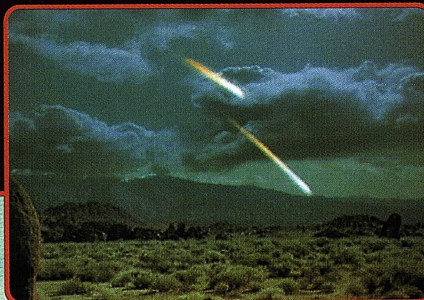
not to do so. Their way of invading planets is unique and ingenious: they attempt to create a 'natural catastrophe' on the world of their choice, and wait for the population to evacuate. They then come in with

STEALING WORLDS

Planetary catastrophe

In 2373, the Etanian Order bombard a mining colony belonging to the Nezu. They use remote-controlled asteroids; this carefully planned attack appears to be a natural occurrence, designed to convince the Nezu that the planet they have chosen to mine and colonize lies in the path of a dangerous asteroid stream. The Nezu colonists have two choices: evacuate their mining stations or face planetwide disaster. This time, however, the Etanian Order's cruel plan is thwarted when one of the Nezu chief scientists, Dr. Vatm, learns of the Etanians and begins to secretly compile data on their plot and warships. Meanwhile, most of the Nezu suffer greatly due to the asteroid bombardment.

The catastrophe forces them to take emergency shelter and reserve supplies. One miner, Lillias, attacks an away team member from the **U.S.S. Voyager**. She lost her home three weeks after the asteroids started to fall, and fears the away team have come to steal her remaining supplies.



The Etanian Order's artificial asteroids wreak disaster on the Nezu colonists. Many lose their homes and have to seek shelter.

Lillias's home was destroyed by an asteroid three weeks after the attack started, and she was separated from her sister, Halla.



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Organization	The Etanian Order
Class	N/A
Quadrant	Delta
Members	Humanoid
Government	It is not known whether all members of the Etanian Order come from one species or a political coalition of several races.
Features	The only member of the order seen by the crew of the U.S.S. VOYAGER is Goth. Ridges bisect his face and overhang his eyes, but he is otherwise humanoid.
Armaments	Etanian Warships represent a formidable force.
Starship log	STAR TREK: VOYAGER 'Rise'



The Guide to the STAR TREK Galaxy

FILE 18

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THE ETANIAN ORDER



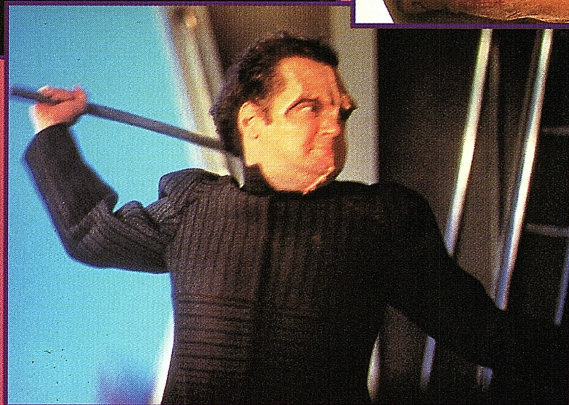
▼ **Nezu exogeologist Sklar is in league with the Etanian Order, and is feeding his government false information about the asteroid showers. He hopes this will speed up the decision to evacuate the colony.**



their military ships and lay claim to the abandoned world. The Order will wait until the exact moment when a species has cultivated a colony world and is about to begin the process of settlement before it strikes. At this stage, the hard work on the planet will have been done, but the colonizing race will still feel it can abandon the planet without incurring too many losses. There will be only minimal resistance.

Spies

In most instances, the Etanian Order initially arrives undercover and recruits one or more key



individuals from the local populace. These people, usually high-ranking individuals, will be valuable in convincing those in command that what is happening is indeed a natural occurrence, and that it is in their best interests to

evacuate. Anyone who dares to remain behind and risk the 'natural' disasters will find themselves facing an even deadlier fate at the hands of the Order's forces.

Each **Etanian Order Warship** carries a crew of 2000, and has a full

▲ **Sklar knocks Neelix unconscious in order to follow Tuvok outside the ORBITAL CARRIAGE. When he returns, he has Tuvok's phaser. The Etanian agent is intent on keeping Vatm's data from the Nezu.**

◀ **Sklar reveals that he murdered Vatm when he violently attacks Lt. Tuvok on the roof of the ORBITAL CARRIAGE. The Nezu traitor intends to throw the Vulcan over the side, to his death.**

complement of weapons and communications equipment. In addition, the ships are able to disguise their sensor readings until they are within close range; from a distance, they appear to be giant asteroids. The Etanian

GALAXY FACTS

- ▶ Several centuries ago on Earth, there were bandits who waited while others extracted gold from mines. They then swooped in to steal the mining claims – through whatever means necessary. The Etanian Order might best be described as the claim jumpers of the Delta Quadrant.
- ▶ Sklar is sucked outside the Nezu orbital carriage after Neelix allows Tuvok back in.

Order appears to go out of its way to avoid direct confrontation, but when conflict is inevitable agents are not afraid to stand their ground and are not intimidated by threats. Indeed, they are quick to present themselves as imposing and formidable opponents, and will fire first. Their shields, which they can remodulate, are capable of withstanding sustained bombardment.

Betrayed

The crew of the **U.S.S. Voyager NCC-74656** first become acquainted with the Etanian Order when they assist **Nezu** colonists in 2373. The Nezu colony is being bombarded by asteroids, which the **Voyager** crew try to destroy. **Captain Janeway** receives a call from a Nezu scientist, **Dr. Vatm**, on the planet's surface. He has learned that the Etanian Order is behind the asteroid showers.

Captain Janeway sends an away team to the planet's surface to meet with Vatm, but he is murdered by a Nezu traitor, who is collaborating with the Etanians. Vatm's intelligence is nevertheless retrieved by **Voyager's Chief of Security Tuvok** and his research helps the **Starfleet** crew to defeat the **Etanian Warship**, thus driving the Order away from the planet.

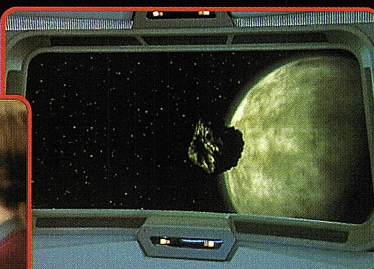
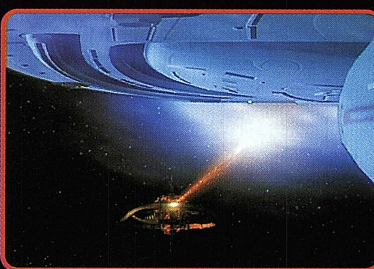
U.S.S. VOYAGER TO THE RESCUE

A hidden enemy

Captain Kathryn Janeway's response to the Etanian ship she encounters threatening the Nezu colonists in 2373 is simple: "The Nezu were here first." The Starfleet captain is determined to protect the Nezu colony planet. At first, however, the Etanian Order appear to have the upper hand over the **U.S.S. Voyager** and its crew; their weapons slam into the Federation ship, and **Voyager's** phasers appear to have little effect. Luckily, Lt. Tuvok and Neelix return from an away mission to the planet's surface with information gathered on the Etanian Order by renowned Nezu scientist, Dr. Vatm. His retrieved data storage device contains vital information about the enemy vessel's shield modulation. **Voyager's** weapons are remodulated to compensate, and their phasers aim for their enemy's weapons array, causing the underside of the alien vessel to expand in a ball of gaseous fire. On this occasion, the Etanian Order will have to look elsewhere for its next victims.

▶ **The ETANIAN WARSHIP's weaponry rivals that of the U.S.S. VOYAGER. Its firepower causes considerable damage to the starship.**

▶ **The Etanian Order has Nezu exogeologist Sklar in their employ, in order to confirm their asteroid attack.**



▶ **The Etanian 'asteroids' are designed to break up if they are fired upon before reaching orbit, causing even more damage.**



The Guide to the STAR TREK Galaxy

FILE 13 CARD 10A



CARDASSIA & THE DOMINION

Part 2 By 2374, the **Founders'** dominance over their once willing **Cardassian** allies is virtually complete. **Damar** is appointed the new leader of **Cardassia**, but he soon realizes he is more of a **Dominion** puppet than an actual ruler with genuine power and responsibilities.

Following the **Cardassians'** unsuccessful defense of **Terok Nor**, **Gul Dukat** is taken into custody by the **Federation**.

The **Vorta** clone **Weyoun** nominates **Damar** to be the new representative of the **Cardassian** people. **Damar** is not a born leader, but it soon becomes evident to the **Cardassian** patriot that his world's strategic importance to the **Dominion** means far more to the **Founders** than the welfare of its people.

Initially, **Damar** is privy to all **Dominion** strategies, such as requesting peace talks with the **Federation**, or pretending to concede certain territories while

actually building up production of **ketracel white** prior to a **Jem'Hadar** invasion. Over time, however, the **Cardassian** leader is kept increasingly in the dark; for example, he is not told about a joint **Dominion-Orion Syndicate** plot to assassinate a **Klingon** ambassador, an action designed to disrupt the **Federation-Klingon** alliance.

As the war with the **Federation** progresses and **Cardassian** losses increase, the alliance is put under further pressure.

New alliances

Things go badly for the **Dominion** and its allies when **Elim Garak** kills the **Romulan** senator **Vreenak**, implicating the **Dominion** in

the murder. This forces the **Romulans** to rescind their non-aggression pact. At the same time, preparations are made to withstand an imminent **Federation** offensive.

The **Chin'toka system** is correctly identified by **Weyoun** and **Damar** as the most likely place for attack, and a number of platforms are installed to bolster the relatively thin defenses of the region. Unfortunately, their reliance on a single energy source proves to be a significant miscalculation, as its destruction enables a **Federation** fleet to break into **Cardassian** space.

The war continues into 2375, with **Jem'Hadar** and **Cardassian** forces scoring victories over the



Federation, but it becomes clear that the **Dominion** will need further assistance if they are to win the war. Matters are not helped when a **Vorta** tries to defect, drawing both **Damar**

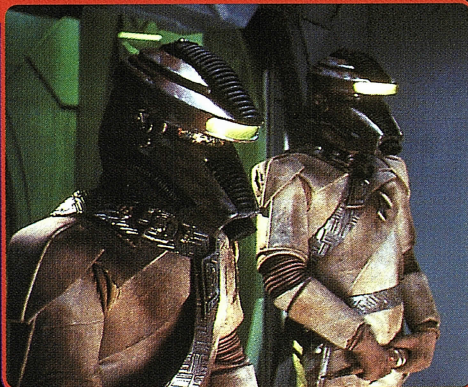
▲ **Weyoun**, the **Dominion's Vorta** representative, constantly belittles **Legate Damar** and the **Cardassian** people. **Damar** eventually defects and starts a **Cardassian uprising**.



NEW ALLIES

Dominion-Breen alliance

The **Dominion-Cardassian** alliance begins to crumble when **Weyoun** asks **Damar** to give the **Breen** access to classified military information. **Damar** has had enough. He helps two **Starfleet** prisoners of war escape execution, telling them he is willing to work with the **Federation** in order to bring down the **Dominion**. Appearing to acquiesce to the new **Breen-Dominion** partnership, **Damar** actually puts a number of plans into action designed to free **Cardassia**, while **Weyoun** and **Thot Gor** congratulate themselves over their surprise attack on **Starfleet Headquarters** on **Earth**. **Damar** makes his move when **Weyoun** and the female shapeshifter oversee the successful attack on **Federation** forces in the **Chin'toka** system – at the same time as the allied forces are pushed back, **Damar** coordinates a number of attacks on **Dominion** bases.



◀ The **Breen** have a history of conflict with the **Cardassians**, and **Damar** is unhappy about accepting them.

▼ **Damar** helps **Worf** and **Ezri Dax** escape execution. In return, he asks them to tell the **Federation** that he has switched sides.

▲ The **Cardassian** leader is increasingly left out of strategic decisions, leaving him feeling like little more than a puppet ruler.



▲ The **Federation** score some victories against the **Dominion**, such as holding their base on planet **AR-558**.





The Guide to the STAR TREK Galaxy

FILE 13

CARD 10A



CARDASSIA & THE DOMINION

▶ *The Dominion is only interested in the tactical significance of Cardassia, and not in the welfare of its people.*



and Weyoun into direct conflict with the Federation. Several actions fail to shift occupying Federation forces from important locations such as the Dominion's largest communications array on the planet **AR-558**, giving the enemy a huge tactical advantage. Fighting intensifies in every disputed territory and, after a series of brutal engagements resulting in large losses to both sides, the Dominion finally retakes **Cardassia**, reopening its base of operations on the planet. The pressure on Weyoun is only increased by the rapidly deteriorating condition of the female shapeshifter, who is in desperate need of a cure for the disease genetically engineered by Starfleet's **Section 31**.

Damar is stunned when the Dominion secure a

partnership with the extremely powerful and deadly **Breen**. The Cardassian leader is not even consulted on the decision to bring into the war a race with whom his people have had direct historical conflict.

Condescending attitude

As soon as the Breen are part of the coalition, the Dominion's attitude toward the Cardassians alters, leaving Damar seemingly powerless. When he is asked to sign a treaty designed to secure Breen involvement through the handover of Cardassian territories, he refuses, well aware that such a deal could harm his people.

Weyoun's attitude becomes condescending and dismissive. As he discusses tactics and plans with **Thot Gor**, the Breen commander, it soon

▶ *The deteriorating condition of the female shapeshifter forces her to make more and more desperate decisions in an effort to win the war.*



becomes clear that Thot Gor has taken Damar's place as the Dominion's chief advisor on the deployment of troops and ships – including those of the Cardassians. The Cardassian leader's pride is badly dented, and he fears for Cardassia's future as he is increasingly isolated from strategic decisions.

Damar decides to rebel and organizes a number of attacks on Dominion bases, while the Dominion-Breen alliance is occupied with scoring victories against the Federation forces in a surprise attack on **Starfleet Headquarters** on Earth, and in the Chin'toka system. Damar sets up a resistance cell, and Starfleet sends **Colonel Kira Nerys** of the **Bajoran Militia** to his aid. Their resistance cell is later able to occupy

Dominion headquarters after the successful disruption of power to the building.

Winning the war

In the face of imminent defeat, the female shapeshifter orders the total destruction of her recent allies. Fortunately, the Cardassian fleet suddenly turns against the Dominion

GALAXY FACTS



Weyoun falsely pronounces Damar dead and all 18 resistance bases destroyed, in order to lower the morale of the Cardassian people.



Legate Damar kills his own second-in-command, Gul Rusot, when he threatens to murder Colonel Kira Nerys.

and Breen forces, and helps the Federation to decimate the enemy ships.

At the war's end, Weyoun has been killed, the female shapeshifter taken into Federation custody, and the Dominion fleet virtually destroyed. The Federation forces liberate Cardassia, but freedom has been achieved at great cost. Much of the planet is in ruins and many lives have been lost – including Damar's. The Dominion-Cardassian alliance promised to restore Cardassia to its former power and glory – instead it brought misery, shame, and death.

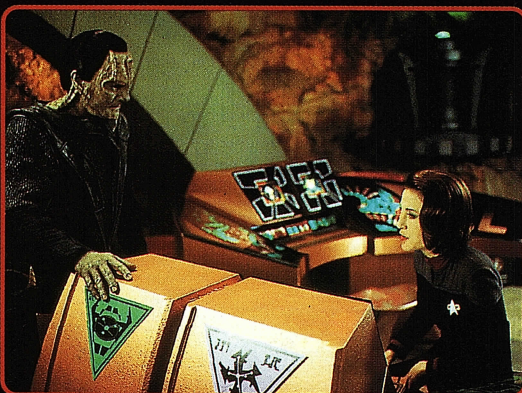


▶ *Damar appeals to his fellow Cardassians to rise up against the Dominion. He is later killed in an attack against Dominion headquarters.*

DAMAR AND KIRA'S REBELLION

Cardassian rebellion

Setting up a secret base on Cardassia, Damar and his assistant, Gul Rusot, are joined by Colonel Kira Nerys of the Bajoran Militia and Chief of Security Odo from *Deep Space Nine*, along with former Obsidian Order agent Elim Garak. Kira trains her new resistance cell in terrorist techniques. With her expertise, Damar's followers launch a number of successful missions, even though the majority of the Cardassian military is still operating under Dominion control.



▶ *Kira's terrorist techniques conflict with Cardassian military methods, but she is nevertheless responsible for a number of successful attacks against Dominion bases, and helps to infiltrate Dominion headquarters.*

▶ *Colonel Kira is sent from DEEP SPACE NINE to help Damar's Cardassian freedom fighters, because of her former experience fighting for the Bajoran resistance. Her presence is at first resented by the rebels.*





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 42

THE D'ARSAY



OTHER GROUPS
AND RACES

The **D'Arsay** were an ancient race, whose culture is shrouded in mysterious rituals and dramatic mythological sagas. The only testimony to their existence is contained within a single archive, found floating alone in the darkness of space in 2370.

By the 24th century, the **D'Arsay system** is devoid of technologically advanced civilizations. On **Stardate 47615**, however, the crew of the **U.S.S. Enterprise NCC-1701-D** discover evidence to suggest that, eons ago, the system was inhabited by at least one highly intelligent and technologically sophisticated race of beings.

An informational archive created by the race before its extinction has been dated to 87 million years ago, revealing that the race was extant at least as early as that time. This archive is encountered – more than two sectors away from the

D'Arsay system – by the *Enterprise*, under the command of **Captain Jean-Luc Picard** in 2370. The D'Arsay archive has been traveling through space for so long that it has accumulated a casing of gaseous hydrogen and helium surrounding an icy mantel. This appearance initially misleads the *Enterprise* crew into believing that the ancient alien repository is a naturally occurring rogue comet.

Ancient mysteries

The archive itself is an engineering miracle, and a testimony to the advanced level of technology possessed by this extremely ancient race. It will take

teams of **Starfleet** archeologists years to uncover all of its mysteries, and to reveal all the information it has stored so carefully for such a staggering number of years. One thing Starfleet does know is that the archive stores the D'Arsay's mythology.

The archive does much more than serve as a simple repository of stories, however; its design and technology enables it to physically interact with whomever it encounters.

The alien archive is able to transform matter, and reconfigure computer systems and other materials, to bring the stored library files to life.



▲ The **D'Arsay archive** is found by the **U.S.S. ENTERPRISE** in 2370. The ancient alien library has been frozen in space and surrounded by gases, making it resemble a rogue comet.

Its formidable technology can even transform DNA into living organisms, at least in the plant kingdom.

Original purpose

Why the D'Arsay built the archive is still open to speculation. Perhaps it was their way of making

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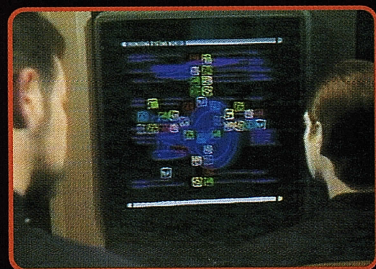
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NEXT GENERATION.....File 69

SYMBOLS FROM THE PAST

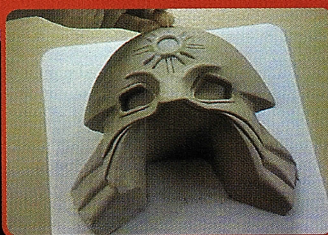
Ancient mythology

In 2370, the **U.S.S. Enterprise NCC-1701-D** discovers the ancient informational archive of the long-dead **D'Arsay** race. Commander **William T. Riker** comments that the device has spent "a long time alone in the dark." The prolonged isolation has not damaged any of the repository's systems, however; not long after the starship comes into contact with the archive, ancient artifacts begin to appear on board. They are dotted all over the starship, from personnel departments to crew quarters. Riker also reports to Captain Picard that the archive has corrupted the *Enterprise's* computer systems; alien symbols appear on the monitors and viewscreens.

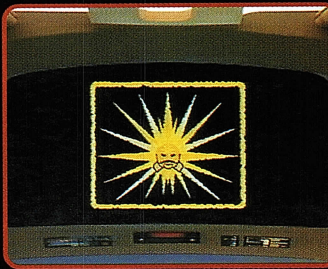


▶ The sun symbol is the most predominant feature of all the D'Arsay artifacts. It appears on the bridge's viewscreen.

◀ The symbolic D'Arsay script is not recognized by the ship's linguistic computer banks.



▶ Artifacts start to appear on board the **ENTERPRISE**, such as a mask possessing a carved symbol of the sun. As an amateur archeologist, Captain Picard is fascinated by the objects.



Race	The D'Arsay
Class	N/A
Quadrant	Alpha
Source	D'Arsay archive

Government	The social hierarchy of D'Arsay culture is unknown. Their sophisticated level of technology, however, could not have been reached without some kind of governing body.
Environment	The D'Arsay mythology's central focus on the sun deity suggests that their planet may have been desert-like.
Features	The ancient D'Arsay archive reveals that their culture was highly ritualistic.
Starship log	STAR TREK: THE NEXT GENERATION 'Masks'

GALAXY FACTS

▶ In common with the D'Arsey, other Milky Way Galaxy races are highly ritualistic. For example, Klingon culture has many ceremonies that are based on the legendary deeds of Kahless the Unforgettable.

▶ The long-dead civilization of Kataan also preserved their cultural heritage on a probe, which interacted with Captain Picard in 2368.

contact with other species, in much the same way that some races choose space exploration as a way of broadening their perspective. Perhaps it was born out of a desire to make contact with future civilizations. Or perhaps the species foresaw its own extinction, and wished to preserve its culture as best it could, in fear of being forgotten. Clues from the D'Arsey mythology suggest that the species lived in perpetual fear of a fiery armageddon.

Fiery deity

The D'Arsey's home planet may have been hot and arid, even prone to drought or solar disturbances. **Masaka**, the major figure in D'Arsey mythology, is most often associated with the sun, which is also the symbol for death.

It can also be speculated that the inhabited portion of the D'Arsey's planet spent long periods alternating between light and dark, as such periods are reflected in the mythological saga. The sun appears to have been revered, probably because it was essential to life on the planet, but also feared, because of its harshness.

According to the scenes played out on board the *Enterprise*, there was at some point a period of extended sunlight on the D'Arsey homeworld. This occurred when the moon



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 42

THE D'ARSEY



OTHER GROUPS
AND RACES

deity ceased to pursue the sun deity, allowing the fiery god to rule for an unprecedented length of time. This myth may represent an orbital shift, lunar changes, or violent solar activity that plunged the ecology of the planet into desert-like conditions that the race knew it could not survive. It may even record the event which inspired them to build the archive to record the history of their civilization.

The D'Arsey appear to have had a highly ritualistic culture. Ceremonial artifacts created aboard the *Enterprise* by the archive are described by Captain Picard as "deceptively primitive."

Many of these artifacts are stone or clay blocks and obelisks bearing simple symbols, along with a few crude figurines and stylized masks. Many of the symbols stand for particular words, such as boundary, border, road, companion, message, messenger, and death. Whether these hieroglyphs actually comprise the written language of the D'Arsey, or are merely used for ritualistic purposes, is not yet known. They resemble nothing in **Federation** linguistics banks, suggesting that these ancients have left no progeny behind them.

D'Arsey culture was possibly matriarchal, as females were recognized as having power over life. Masaka, the D'Arsey queen, was the object of both dread and desire. Her symbol appears larger than that of the primary male figure, **Korgano**, on most artifacts. Masaka was primarily associated with

the sun or light, and may also have represented the intellect. Korgano, on the other hand, is associated with the moon and darkness, and is symbolized by a horn-like hieroglyph, suggesting the animal side of D'Arsey nature. Korgano's role seems to be to counterbalance Masaka.

incorporate the idea of balance into their belief systems, and it may be for this reason that the D'Arsey's advanced technology exists alongside an intentionally primitive style of mythological expression. The animal nature of Korgano is portrayed as being in

constant struggle with the intellect of Masaka; these two conflicting deities alternately ruled the sky in perpetuity, balancing day and night, light and dark. Thanks to the discovery of the archive, D'Arsey culture is itself finally being brought to the light of the present day, after traveling for millennia in the dark.

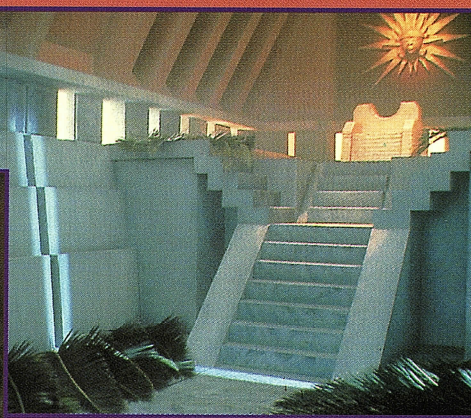
▼ **The crew of the U.S.S. ENTERPRISE cause the archive to convert part of the ship into a temple dedicated to Masaka, the D'Arsey sun goddess who also represents death.**

Striving for balance

The principle of balance seems to have been very important to the D'Arsey. Many ritualistic cultures



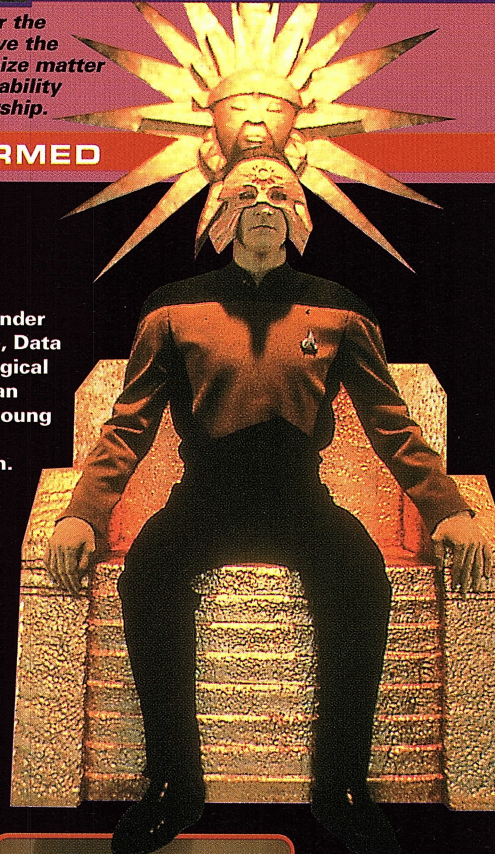
▶ **The ancient archive takes over the ENTERPRISE. It appears to have the technological capability to reorganize matter at a molecular level, and uses this ability to add D'Arsey features to the starship.**



DATA TRANSFORMED

Possessed

The D'Arsey archive takes over the programming of the **U.S.S. Enterprise's** android Lt. Commander Data. Under this alien influence, Data is overwhelmed by the mythological personalities and their roles in an ancient saga. Data becomes a young child, the sun goddess Masaka, and Masaka's father, an old man. No matter which persona Data portrays, all of the characters fear Masaka's wrath, expressed in punishments involving death by immolation or thirst. It is also interesting to note that, unlike in many cultures, the moon is associated with the male and not the female. The saga is finally brought to an end by Captain Picard, who takes on the role of Korgano, the moon god. He persuades the D'Arsey archive to release Data and the *Enterprise*.



▶ **Captain Picard wears a D'Arsey mask in an attempt to enter the ancient mythological saga and communicate with Data as the moon deity, Korgano.**

◀ **An ancient D'Arsey symbol somehow appears on Data's forehead.**



▶ **Data's positronic programming is changed by the archive to represent characters from D'Arsey mythology, most notably Masaka, the sun goddess.**



Antares-Class Freighters

Cargo and freight vessels of the *Antares* class have been used by many cultures and organizations for decades. Such transport craft are designed to be merely functional, and have little else to recommend them.

Antares-class ships date back as least as far as the mid-2200's, and were among the first vessels designed specifically for transporting interplanetary freight and cargo. By the 24th century they are considered old fashioned and functionally outdated, however, and have little resale value. Most of those that are still in use have fallen into the hands of mercenaries and renegades, who use them for nefarious purposes.

In the past, **Starfleet** used *Antares*-class design specifications for some of its cargo ships, including the namesake of the class, the **U.S.S. Antares**. These days, however, *Antares*-class design specifications are more often found in ships from other, generally less advanced cultures, who see the large amount of cargo space the vessels are able to provide as outweighing other disadvantages.

Antares-class ships typically feature long, flat main bodies with slightly flattened tops. The large outer hulls are lined with a complex series of conduits and pipes that connect to several large exhaust manifolds in the rear. Coupled with a large cargo hold on the right side, this gives the ships a cumbersome appearance.

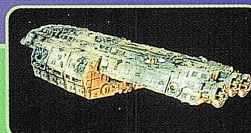
Unreliable

Unlike modern-day **Federation** starships, *Antares*-class freighters have a somewhat limited speed and range, as well as minimal shields and weapons systems. Almost all of their systems are obsolete and outdated, including propulsion and guidance, both of which are prone to unexpected failures. Compounding this problem is the fact that most *Antares*-class freighters carry small, non-Federation crews who may not be skilled in making even the simplest kinds of repairs.

Antares-class freighters are not designed for carrying large crews on long interstellar voyages, so their interior layouts tend to be merely functional. One such ship, the *Batris*, features a dark, dungeon-like interior with grooved metallic flooring and stairs. Clearly, the designers of the *Antares*-class were not interested in crew comfort, but in maximum storage capacity with minimal energy input.

THE BATRIS

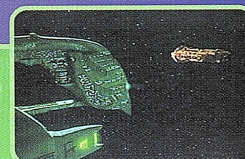
The *Batris*, a general cargo vessel, is a **Talarian freighter** with a large, rectangular-shaped hold and a more clearly delineated bridge than some other *Antares*-class ships. The ship carries a battery of ancient **Merculite** rockets, and these are used by a trio of **Klingon** hijackers against a **Klingon Battle Cruiser** in 2364. Damage sustained during this battle leads to a loss of structural integrity that, combined with a **deuterium** gas leak from the drive system, destroys the ship.



▲ A stolen **TALARIAN FREIGHTER**, the *BATRIS*, explodes when its drive system starts to leak deuterium gas.

CORVALLEN FREIGHTER

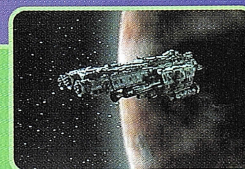
The *Corvallen freighter* is a general cargo carrier, and as such features a somewhat more bulbous-shaped cargo hold on its left side. The ship has a primitive warp core, and its maximum travel distance is just 15 light years in a standard day. Under the control of alien mercenaries, the freighter's crew is approximately 18, which is larger than crews on most other *Antares*-class ships. One such ship is destroyed during a confrontation with the **Romulan Warbird Khazara**, in 2369.



▲ The **CORVALLEN FREIGHTER** is powered by a rather primitive warp core.

THE SANCTION

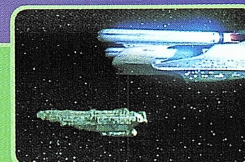
A typical **Ornaran freighter** has a crew of six, and features a slightly different internal design than other *Antares*-class ships. It uses an electromagnetic coil to constrict exhaust flow; engine emissions are then released through three exhaust manifolds at the rear. This design difference makes misalignment of the electromagnetic coil more likely, causing the ship to often have trouble maintaining a stable orbit around a planet. Such a misalignment, coupled with its **Ornaran** crew's technical ignorance, leads to the *Sanction*'s destruction in 2364.



▲ The **ORNARAN FREIGHTER** fails to maintain orbit above the planet **Brekka** in 2364.

THE ERSTWHILE

This somewhat smaller vessel, piloted by **Thadiun Okona**, is an old and battered ship even by *Antares*-class standards. The lasers with which it is armed are so ineffective that they cannot even penetrate a starship's navigation shields. In 2365, a guidance system malfunction on the *Erstwhile* forces Okona – its lone crew member – to hold course manually until he is assisted by **Chief Engineer La Forge** of the **U.S.S. Enterprise NCC-1701-D**. The *Erstwhile*'s malfunction is caused by age, and its pilot's tendency to push the ship beyond its limits.



▲ The **ERSTWHILE** features seven exhaust manifolds, more than some other **ANTARES**-class ships.

SUBLIGHT FREIGHTER

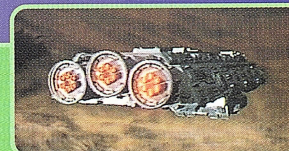
This 300-year-old, automated ship of unknown origin exhibits the same design features as *Antares*-class ships but its age, and the gaseous core fusion reactor that drives its propulsion system, make it significantly different from other known vessels of this type. It is found by the **U.S.S. Enterprise NCC-1701-D** crew in 2367; loaded with unstable radioactive waste, it poses a threat to the planet **Gamelan V**. Using thrusters and a tractor beam, the *Enterprise* is able to safely dispose of the freighter by towing it into the Gamelan sun.



▲ The crew of the **U.S.S. ENTERPRISE** term this 300-year-old **SUBLIGHT FREIGHTER** a "barge."

THE XHOSA

This **Petarian freighter** is captained by **Federation** citizen **Kasidy Yates**. The vessel has basic warp and impulse capability, but no firepower. The *Xhosa* has an obsolete **Mark-5 transporter**, forcing the crew to load cargo, such as unstable biomatter, with **antigrav sleds**. Indeed, many of the freighter's systems and equipment are outdated or obsolete. In 2373, the *Xhosa* is granted a contract by the **Bajoran Bureau of Commerce** to run cargo to Bajoran colonies.

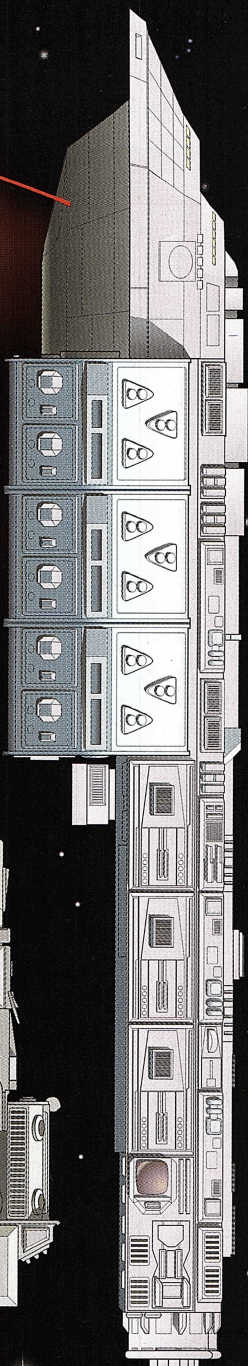


▲ The **XHOSA** and its crew are caught running supplies for the **Maquis** in 2373.



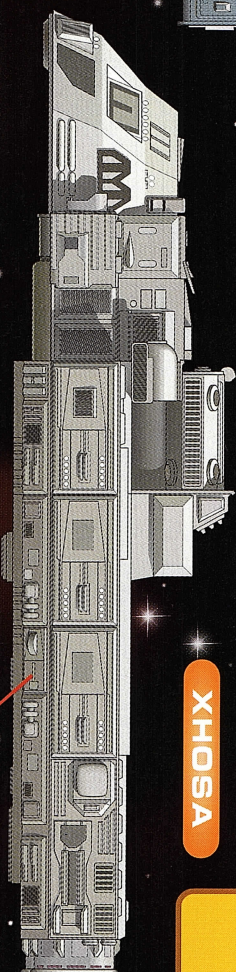
Antares-Class Freighters

BATRAIS

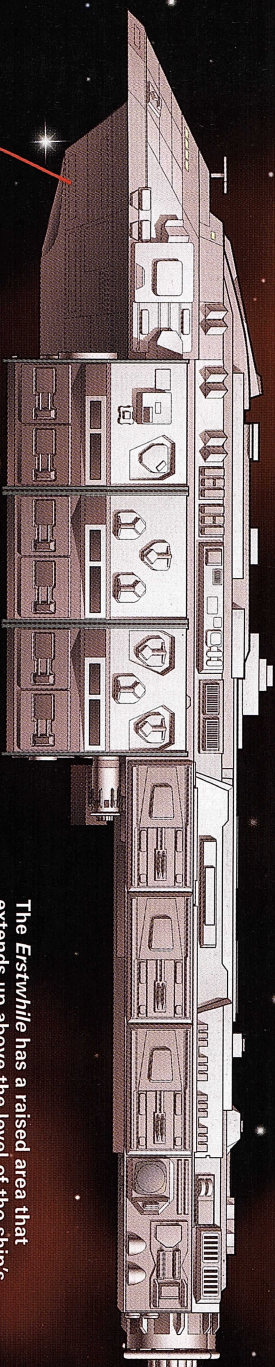


The *Batrais* is generally rectangular in shape, but has a very clearly defined bridge section.

XHOSA



SUBLIGHT FREIGHTER



All *Antares*-class ships share the modular cargo bay configuration in their mid-sections.

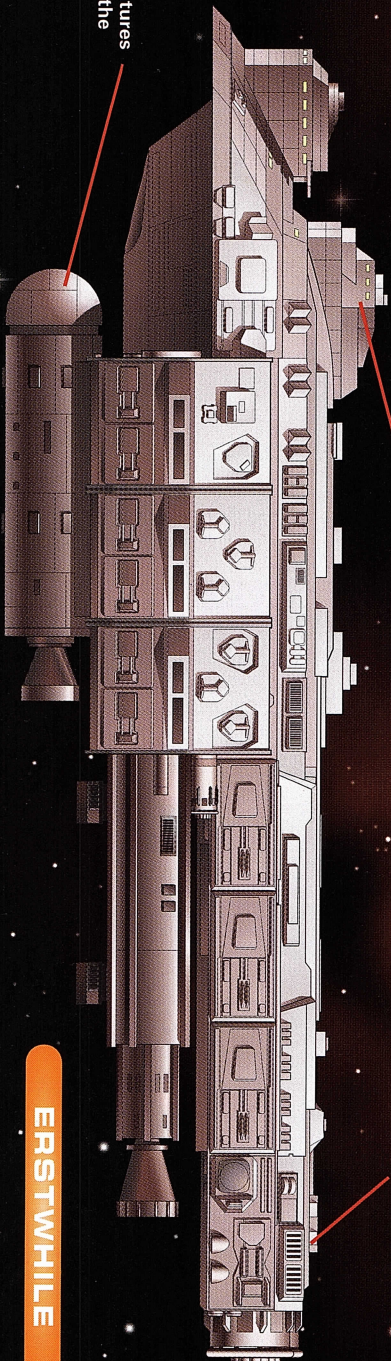
The *Estwhile* has a raised area that extends up above the level of the ship's dorsal hull, giving it a distinct profile.

The *Estwhile* is an old and overused vessel, with very little to recommend it.

A vessel that approaches Gamelan V is 300 years old, and has a very outdated gaseous core fusion reactor. It appears to be an early model of *Antares*-class ship.

Some *Antares*-class ships feature long cylindrical features which may be involved in the propulsion system.

ERSTWHILE



ANTARES-CLASS FREIGHTERS

First recorded: Mid-2200's

Type:

Remarks:

Cargo and freight vessels. The *Antares*-class design is outdated by the 24th century. The majority of vessels of this type feature obsolete or, at the very least, unreliable systems.

Harry Kim's Hobbies

Stranded far from home in the Delta Quadrant, Ensign Harry Kim still finds the time to practice his music and interact with his favourite holodeck programs on board the *U.S.S. Voyager NCC-74656*.

When Ensign Harry Kim is assigned to the *U.S.S. Voyager NCC-74656* on a deep space mission in 2371, he

somehow forgets to pack his precious clarinet. Under normal circumstances, this would not be a problem; Harry could easily pick up another clarinet in the Alpha Quadrant, or use the *Intrepid*-class vessel's replicators to create a new musical instrument. Due to an unexpected turn of events, however, the *U.S.S. Voyager* and its crew become stranded in the Delta Quadrant, some 70000 light years away from Earth. The young Ensign can no longer simply send home for his clarinet, and the replicator rations of all surviving personnel are

now considered valuable commodities. The situation proves to be extremely frustrating for such a dedicated musician as Harry, a former member of Earth's Julliard Youth Symphony Orchestra. He eventually decides to sacrifice a week's worth of replicator rations and live off chef Neelix's own experimental concoctions – most of which are considered to be inedible – just so that can gain a new clarinet.

Classical vs. jazz

The clarinet is most often associated with jazz and classical music – Harry clearly feels more comfortable with the latter style. He never plays jazz while serving on *Voyager*, although his biomimetic copy from the Demon-class

planet does perform with a jazz ensemble at the wedding ceremony of the

PROFILE ON KIM'S HOBBIES

MUSIC: Harry Kim plays the clarinet, and was a member of the Julliard Youth Symphony Orchestra on Earth. He has a preference for classical music, but also seems to appreciate the music of other cultures. He met his fiancée Libby at a Htarian music festival.

JOURNALIST: Kim was the editor of Starfleet Academy's newspaper for a year.

HOLOPROGRAMS: The young ensign spends much of his offduty time in various holodeck programs, such as 'The Adventures of Captain Proton!'



Despite being stranded in the Delta Quadrant, Ensign Harry Kim pursues his interests in music and literature. He is also introduced to some 20th-century Earth culture through his best friend Tom Paris.

biomimetic Tom Paris and B'Elanna Torres. This performance by his duplicate may, nevertheless, indicate that the

real Kim has a hidden flair for popular music.

Kim appears to be naturally drawn to other musicians and musical events. He met his

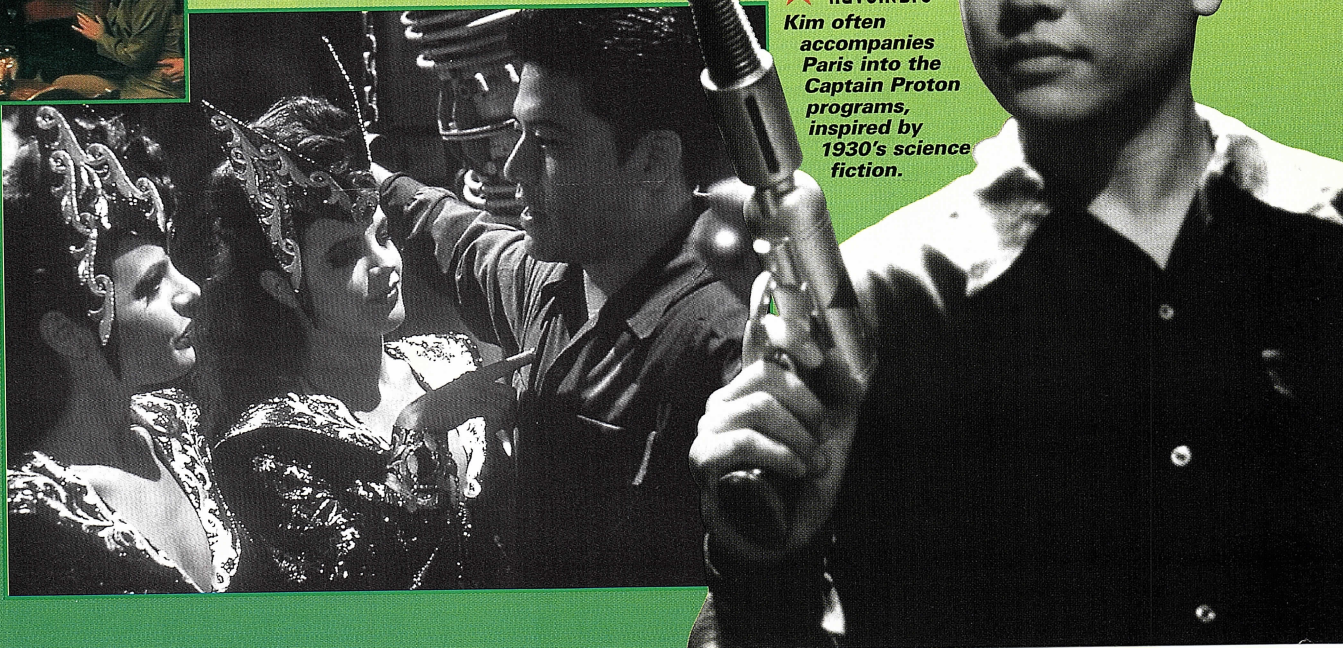
HOLODECK HERO

★ **Adventure**
Kim often accompanies Paris into the Captain Proton programs, inspired by 1930's science fiction.



★ **Sandrine's**
Tom Paris introduces Harry to Sandrine's in Marseilles, Earth. Tom frequented the bar in his Starfleet Academy days.

★ **Space hero**
On the holodeck, Harry Kim appears happy to be held at the mercy of Dr. Chaotica's "twin mistresses of evil."



Harry Kim's Hobbies



★ Musical scientist

The Sikarians' atmospheric sensor combines Kim's interests in music and science.

"I keep hearing my mother say, 'Practice, Harry, practice.' So I ate Neelix's food for a week and used my replicator rations."

— Ensign Harry Kim on how he acquired a clarinet in the Delta Quadrant

fiancée, **Libby**, on Earth when he was accidentally seated in her spot during a **Ktarian** music festival.

When the *Voyager* crew visits the planet **Sikaris**, Kim is entranced by a lovely woman playing a musical instrument. She explains it is actually an atmospheric sensor whose chimes indicate changes in the weather conditions, working on the principle of non-linear resonance. Kim is immediately curious, both as a scientist and as a musician, and asks to learn how to operate the alien sensor.

Journalist

In addition to music, Harry Kim showed a marked interest in journalism while he attended **Starfleet Academy**. He was editor of the academy newspaper for a year and reported on some of the first **Maquis** activity against the **Cardassians**. His interest in journalism appears to have lessened while serving on board *Voyager*, although the ensign does offer Neelix some pointers on how to be an investigative reporter.

Harry has a fondness for **holodeck** programs, one of the sole sources of recreation for the displaced *Voyager* crew. His initial preferences run toward versions of literary classics, such as a comedy by the French dramatist Molière and 'Beowulf', an ancient epic set in sixth century Denmark, in which the eponymous hero fights a creature named Grendel who is terrorizing a kingdom and murdering its subjects. Kim,



★ Reporter

The former editor of Starfleet Academy's newspaper gives Neelix advice on journalism.

of course, takes on the role of the fierce warrior and hero, who saves the day by battling the mythic monster in an old-fashioned swordfight, proving his skill with more primitive weapons.

Holodeck romances

Harry also uses the holodeck to further his romantic interests. He takes **Jenny Delaney** onto the holodeck for a trip through the Earth city of Venice. Unfortunately, the date ends in disaster when Harry falls off his gondola and lands in the water after just 15 minutes.

Kim's friendship with his shipmate **Tom Paris** also widens his personal interests, particularly in holodeck tastes. The two men

★ Clarinet

Kim often relaxes in his quarters by playing classical music on his clarinet. He acquired the instrument on VOYAGER by saving up his replicator rations for an entire week.



spend a great deal of time together in a recreation of **Chez Sandrine's**, set in Marseilles, France. Tom Paris often visited this waterfront establishment while he was at Starfleet Academy. The bar has a pool table, numerous beverages, a selection of lovely ladies, and sleazy locals – the perfect holovenue for the two young officers looking for somewhere to relax after a hard day's work.

Harry even starts to share Tom's interest in 20th-century popular culture. He is persuaded to take driving lessons on a holographic 1969 Mustang automobile, despite the fact that he is naturally more familiar with the controls of a 24th-century starship. Kim's adventures behind the wheel come to a premature end when he puts the car into the wrong gear and backs into a burrito stand.

Kim feels much more at home in another of Tom Paris's holo-programs – **The Adventures of Captain Proton!** a loving homage to 1930's sci-fi movie serials. Harry, who plays the captain's sidekick **Buster Kincaid**, greatly enjoys being teased and tormented by **Dr. Chaotica's** beautiful henchwomen,

played by the Delaney sisters. He also learns to appreciate the wacky rocket ship that Captain Proton pilots, Proton's buxom secretary **Constance Goodheart**, and other assorted oddities in the program. It all proves to be good, clean, harmless fun.

In 2375, however, the holoprogram actually places *Voyager* in grave danger when a group of **photonic** life forms beam aboard and find themselves in the Captain Proton scenario. The aliens do not recognize the carbon-based crew members as true life forms, and mistake the program and its characters for reality.

After this crisis is averted, Paris vows to dismantle the Captain Proton program, but it is not yet known if he has carried out this threat. The tedium of *Voyager's* journey through space makes it unlikely that Harry would wish to abandon such lively entertainment.

Music and romance may help Ensign Harry Kim to relax and forget his situation, but the holodeck remains an unbeatable source of pleasure and entertainment for the young and talented ensign.

PLAYING FOR TIME

Parallel hobbies

In 2372, Harry Kim awakes to find himself back on Earth, due to an accident in the **timestream**. In this reality, he never joined the crew of the **U.S.S. Voyager** and so never became stranded in the Delta Quadrant. Kim seeks out the help of this reality's Tom Paris, who also never joined the starship crew, and now spends his time idling away the hours at **Chez Sandrine's** in Marseilles, France. It is curious to note that in this alternate **timestream** Harry Kim's interests remain the same. His love of music is as strong as ever, and he plays his original clarinet – the one he left behind on Earth when he joined *Voyager*. He also still attended the Ktarian music festival where he met Libby, and, ironically, he visits the real Sandrine's when he enlists Paris's help.

▶ Reunited

*When Kim finds himself back on Earth through a **timestream** accident, he is reunited with his original clarinet. He forgot to pack his well-loved musical instrument when he left Earth for VOYAGER.*



▶ Former shipmate

*Kim asks the Tom Paris of this alternate reality to help him return to his original timeline. He finds his former shipmate wallowing in self-pity in **Chez Sandrine's**, a bar which the other Paris has replicated in the holodeck on VOYAGER.*





Kira and the O'Briens

Major Kira Nerys is not the easiest person with whom to get along. Between the period of 2372 to 2373, however, she is thrust into an unexpected relationship with Miles and Keiko O'Brien, from which all parties benefit.

At first glance it may seem that **Major Kira Nerys** and **Miles** and **Keiko O'Brien** have little in common. Kira is a feisty **Bajoran** female and former freedom fighter, whereas the human O'Briens are dedicated **United Federation of Planets** citizens who have enjoyed lives of relative ease and comfort. In 2372, however, a sudden accident brings them all together.

The emergency arises while Keiko, Kira, and **Dr. Julian Bashir** are on an away mission from **Deep Space Nine**. Keiko is pregnant with her second child, but cannot resist the opportunity to investigate the botanical mysteries on **Torad IV**.

The **Runabout Volga** is damaged en route by an asteroid field, throwing

Keiko against the bulkhead. The only option open to Bashir is to transplant the botanist's baby into Kira's womb for it to survive.

The major now has no choice but to carry the baby to term. Bajoran mothers have a short gestation period; they 'vascularize' quickly, forming a complex interconnecting network of blood vessels, and these would need to be severed traumatically in order to return the baby to Keiko.

Extended family

Kira and the O'Briens find themselves thrown into an unconventional family unit, but they soon adjust and form a new friendship. Keiko suggests that Kira moves in with them and their daughter **Molly**, so they can all share the new baby's development. The arrangement lasts for the

PROFILE ON A SURROGATE MOTHER

COLLEAGUES: Major Kira Nerys and Chief Miles O'Brien already share a good working relationship on board station **Deep Space Nine**. Kira rarely socializes with Miles and Keiko off duty, however.

NEW FAMILY: In 2372, the major finds herself unexpectedly thrust into a new family unit when Keiko's unborn baby is transported into her womb.

FIAM FRIENDS: Keiko and Miles must come to terms with the fact that there is a third person in their marriage, but the ice is broken when they start to call the major by her given name, Nerys.



▲ New surrogate mother Kira Nerys takes pains to reassure the O'Briens that the infant inside her is still their baby, and a new friendship is born.

UNEXPECTED ATTRACTION



★ Extended family

Keiko is depressed after her separation with her unborn child, and suggests to Miles that 'Aunt Nerys' should move in with them.

★ Touching

After Keiko's unborn baby is transported into Kira's womb, the major's friendship with Miles becomes warmer and more intimate.



★ New flame

The new familiarity between Miles and Nerys ignites a spark of romance.



Kira and the O'Briens

"Nerys, you're having our baby. You're family now."
— Keiko O'Brien to Kira

next seven months. The trio soon become confidantes, sharing thoughts and feelings as well as all their foibles and habits.

The O'Briens are naturally concerned for Kira, as well as their unborn baby, when the major's friends in her former resistance cell are threatened by an unknown assailant in mid 2373. Miles is also sensitive to Kira's moods; he hears her pacing anxiously in the night and would get up to keep her company, except that he knows her well enough to understand she would rather be alone.

Family arguments

Naturally, the enforced proximity of the three adults brings with it tensions. Listening in on the "battling O'Briens" — no longer Miles and Keiko, but Miles and Kira — becomes a station pastime. Miles tends to be overprotective of his unborn baby, doing things such as hiding Kira's **springball** racquet so that she will not take unnecessary risks. The major resents his

interference, and often poor Keiko finds herself cast as a mediator.

Keiko and Miles offer Kira support in different ways; Keiko aids in practical matters such as helping the major get her uniforms altered and finding her new boots with more comfortable insoles, while Miles lends emotional support. He and Kira become quite intimate — Miles even helps the naked Kira out of the bathtub, affording him the opportunity to notice a rash on the back of her thighs. Keiko is apparently at ease with this arrangement, but Miles and Kira recognize an attraction developing between them, and begin to try and avoid spending time together. Kira eventually decides that the best thing to do is to take a sabbatical alone; she visits her lover **Shakaar Edon** on **Bajor**, giving the O'Briens some much-needed solitude.

A special bond

Kira carries the baby to term, giving birth to **Kirayoshi O'Brien** in a traditional Bajoran birthing ceremony. Miles and Keiko also take part, the former a little reluctantly.

After Kirayoshi's birth, Kira maintains a connection with the O'Briens, and continues to be a very special aunt to Molly and the baby she carried within her.

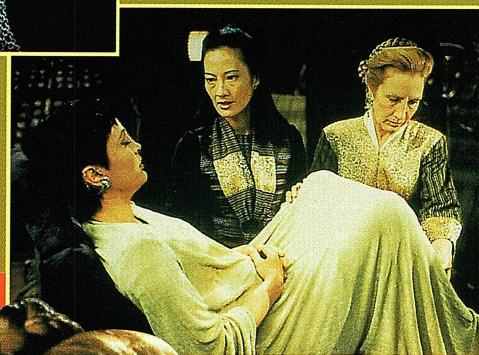


★ Jealousy

A nervous O'Brien almost comes to blows with Kira's lover, Shakaar Edon, during the birth.

★ Independent

Despite her pregnancy, Kira carries on with her duties on board **DEEP SPACE NINE** as normal. This often concerns Chief O'Brien.



★ Total support

Keiko is completely supportive of Kira, staying with the major at all times as they share the birth ceremony together.

★ In thanks

At the end of the problematic pregnancy, the O'Briens have a healthy son. They name the baby **Kirayoshi** in tribute to his surrogate mother.

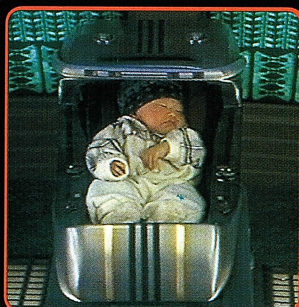
KIRAYOSHI'S CRYING

Continuing bond

After the birth of Kirayoshi, Kira is adamant that the baby recognizes her at just one month old, perhaps because of the time he spent inside her, listening to her heartbeat and the sound of her voice. Her friend **Jadzia Dax**, however, dryly comments that the baby's expression may have been "just gas." Nevertheless, Kirayoshi and the O'Briens have been a part of Kira's life for so long that she feels the lost attachment keenly. Keiko and Miles still think of her as family, however, and even little Molly O'Brien still thinks of her as 'Aunt Nerys.' Kirayoshi proves to be a noisy child, and his crying soon disturbs the sleep of his parents. Miles finds that the baby is soothed by certain noises, such as the hum of the equipment in Ops — although Captain Sisko is not pleased with this arrangement. The Klingon Lt. Commander **Worf** also has a strangely soothing effect on the crying baby, and is therefore sometimes employed to babysit for the O'Briens.

▼ Klingon babysitter

Worf is also an important friend to the O'Briens. In 2368, he delivers Keiko and Miles's first child, **Molly**, on board the **U.S.S. ENTERPRISE**. He later proves to be a good babysitter with Kirayoshi, who stops crying when the Klingon holds him.



▲ Lullaby

Kirayoshi is lulled to sleep by the humming of the equipment in Ops, but this is not a suitable solution.



Dr. Soran: Quest for the Nexus

Dr. Tolian Soran is a man driven by memories of a family he once lost and an indescribable joy he once found. His burning ambition is to return to the spacetime phenomenon known as the **nexus**. The scientist's obsession has taken over his entire being, and he will resort to any methods to gain his heart's desire.

In 2371, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** attempts to reason with **Dr. Tolian Soran** on an arid mountaintop on **Veridian III**, but he is fighting against 80 years of pain and frustration. This has been caused by a legacy of loss that has robbed the **El-Aurian** of everything — except his quest to get back to the spacetime phenomenon known as the **nexus**.

Soran is a changed man, unrecognizable as the frightened El-Aurian refugee who escaped the **Borg** ravaging of his homeworld in the late 23rd century. At this time he is consumed with grief over the loss of his wife and children to the Borg collective, and finds little comfort in his flight aboard the transport ship **S.S. Lakul**. The **Lakul** is caught up in the gravimetric distortions surrounding the nexus, a temporal conflux in

the form of an energy ribbon traveling through space, and the passengers momentarily experience what they can only describe as "pure joy."

Traumatized

Soran is one of a small number of refugees beamed away by the **U.S.S. Enterprise NCC-1701-B**, which answers the **Lakul**'s distress call. These survivors later describe it as being "ripped" away from the nexus, and for many, including Soran, it is a traumatic incident. Aboard the **Enterprise**, all the bruised and bloodied doctor can stammer is, "Why? Why?" He is so desperate to return to the happiness he briefly found in the energy ribbon that he has to be sedated. The nexus has got its claws into him, and from this point on it consumes his life and affects the lives of countless others.

PROFILE OF AN OBSESSION

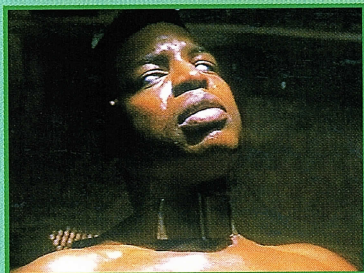
TRAGEDY: Dr. Tolian Soran is one of the 47 surviving El-Aurian refugees to escape the assimilation of their homeworld by the Borg collective. Soran is further traumatized by being "ripped" out of the nexus, and away from the peace he found inside it, when he is rescued by Starfleet.

OBSESSION: After being robbed of a blissful existence inside the nexus, Soran dedicates the rest of his life to finding a way to return to the alternate reality. His obsession borders on insanity, and he will go to any lengths to succeed.



▲ Soran's remorseless quest has a dramatic influence on him. He has come to believe, as he says to Picard, that "time is the fire in which we burn." Despite his El-Aurian longevity, Soran feels he is running out of time to achieve his goal.

SORAN'S VICTIMS



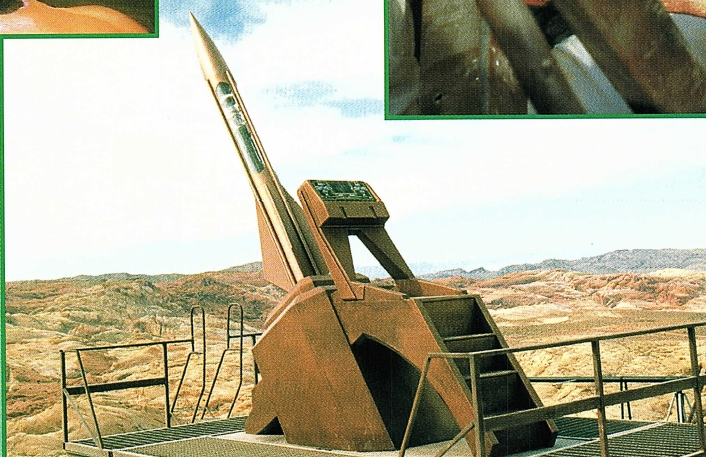
★ **Torturer**
Soran holds Chief Engineer **Geordi La Forge** of the **U.S.S. Enterprise NCC-1701-D** hostage. He taunts the blind engineer about his reliance on a **VISOR**.

★ **Hero's death**
Captain Kirk also becomes one of Soran's victims, when he fights the scientist on top of the torpedo platform on **Veridian III**.



★ **Mass murder**
Soran's **trilithium torpedo** will draw the nexus to **Veridian III**, but the experiment will kill **Veridian IV's** population.

Soran will do anything to return to the nexus, and spends the next 80 years trying to find a way to do so. He eventually settles on a plan, even though it will cause the deaths of 230 million people. Soran shows no regret at taking this extreme action, and little concern for the lives lost when his research is used to create a weapon. This disregard indicates that he has become completely psychotic, but the fact that he has waited this long, exhausting every other avenue, shows that he is as calculating as he is evil. The destruction wrought by the Borg obviously left deep psychological scars. The scientist himself explains that the Borg showed him that the one defining truth of existence is death. He believes the nexus



Dr. Soran: Quest for the Nexus



★ Dubious allies

The desperate Soran is prepared to work with the volatile Klingon Duras sisters, Lursa and B'Etor.

★ Prepared to fight

Emboldened by his nexus-driven obsession, Soran holds his own against the Duras sisters.



★ Changed man

The El-Aurian's overwhelming desire to return to the nexus has warped his sense of morality. Soran is willing to use any means necessary to achieve his goal.



represents a new truth.

Soran's obsession is obvious; when he is rescued from the **Amargosa Observatory** where he is conducting **trilithium** experiments as part of his plan to alter the course of the nexus, he insists on speaking with Captain Picard immediately. He stresses the fact that he must return to finish a crucial experiment, and will not be brushed off. He is diplomatic, but the fervor within him is obvious to the unsettled Picard.

Soran has become obsessed with time, which has no meaning

"I know why you're here... You've come to dissuade me from my horrific plan. Good luck." — Soran to Picard

in the nexus. He has lived for 300 years – not a great age for an El-Aurian – but he nevertheless feels time snapping at his heels. The doctor even carries an old-fashioned pocket watch, which he regularly checks, and harbors a fascination with punctuality.

Desire for perfection

It seems that Soran's brief taste of the nexus – which he regards as a perfect state – has also given him a preoccupation with ideas of perfection. No deviation in his meticulous plans is tolerated – he even strikes **B'Etor**, one of his

Klingon cohorts, because of her apparent sloppiness in leaving a trail for the **Romulans** to follow.

Soran does not appear to be a cruel man in general, but his disdain of **Geordi La Forge's** disability also illustrates how his perceptions have been altered by the nexus.

It is unclear what exactly Soran experienced inside the nexus, but it seems likely that he found himself back with the family he lost, on the world that had been brutally assimilated by the Borg. The nexus provides those caught up in it with anything they desire.

The other El-Aurian survivors somehow come to terms with the loss of this happiness; perhaps they realize, as do captains **James T. Kirk** and **Jean-Luc Picard** 78 years later, that the nexus is merely an echo of reality. Soran, however, believes he has nothing else left in his life, and that makes him a dangerous man. Other people simply become tools on his journey back to the nexus.

Crossing the line

To others, Soran must appear to be a madman, but to his mind he is simply determined to the exclusion of all else. A fine line exists between brilliance and insanity, and Soran's brief experience in the nexus pushes him across that line, altering the course of his life even more dramatically than the Borg onslaught he survived.

INSIDE THE NEXUS

Heart's desire

Captain Picard comes to understand a little of Soran's longing for the nexus when he is himself drawn into the heart of the energy ribbon. There he finds a gorgeous home, a loving wife, a family – all the things he knows he has forsaken to pursue his career in Starfleet. Thankfully, an 'echo' of his old friend, **Guinan**, is on hand in the nexus to remind him that this is not reality. Picard is then able to persuade another captain of the *Enterprise*, **James T. Kirk**, to leave the nexus with him, despite the fact that Kirk has also been given the opportunity to 'turn back time' and make things right. He abandons thoughts of marrying **Antonia**, the woman he left to return to the captain's chair, when he realizes that the nexus provides all of the happiness of life without any of the challenges he has always craved.

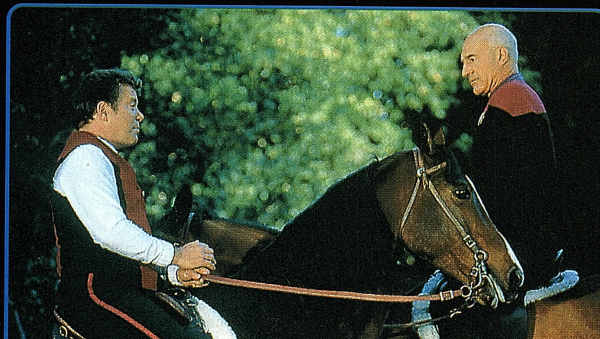
▶ Captain Picard helps Captain Kirk to realize that he can never be satisfied in the nexus, where there are no challenges for him to overcome.



The El-Aurian Guinan also visited the nexus 78 years ago. Somehow an echo of her remains inside it.



Like Soran, Jean-Luc Picard is reunited with lost relatives inside the nexus.



Holographic Imaging Devices

A holographic imaging device, or **holoimager**, is an advanced still camera designed for personal and recreational use. It records single-frame holopictures that can be saved in a data album or displayed on a monitor, and can be modified to perform many other tasks.

The 24th-century **holographic imaging device** operates via components drawn from **transporter, holodeck, and subspace** communications technologies. When the user settles on a target to record, the **holoimager** lens zooms in and out to record the desired image. The imager's internal computers and sensors focus, conduct multiplane scans of the foreground, and determine photometric levels.

The image is put onto a semi-transparent display, appearing in the viewfinder as an overlay between the user and the subject. The holoimager is programmed to assume the subject will be centered within a certain zone outlined on the viewfinder display screen.

Operating procedures

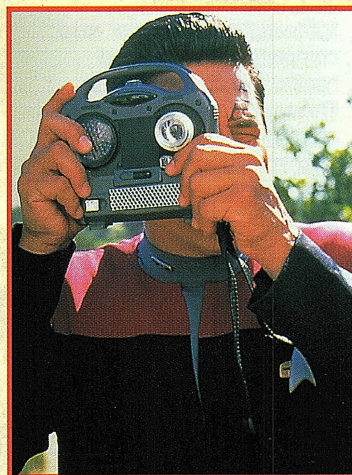
The holoimager can be triggered by pressing the button, by using its built-in timer, or by instructing a computer capable of interfacing with the device to take the pictures. Once the button is pushed the image data is collected — even if the focus is still being

fine-tuned or the photometrics have not been properly calculated. In-transition settings produce muddled photos; the **U.S.S. Voyager NCC-74656's EMH** creates an oddly angled holophoto when he accidentally drops the imager on its save button.

The imager confirms it is taking a picture by emitting a soft beep (which can be muted) and a momentary color shift in the viewfinder information display.

The image is created with **photonic pulses** and **interferometer-type** scanners. These are

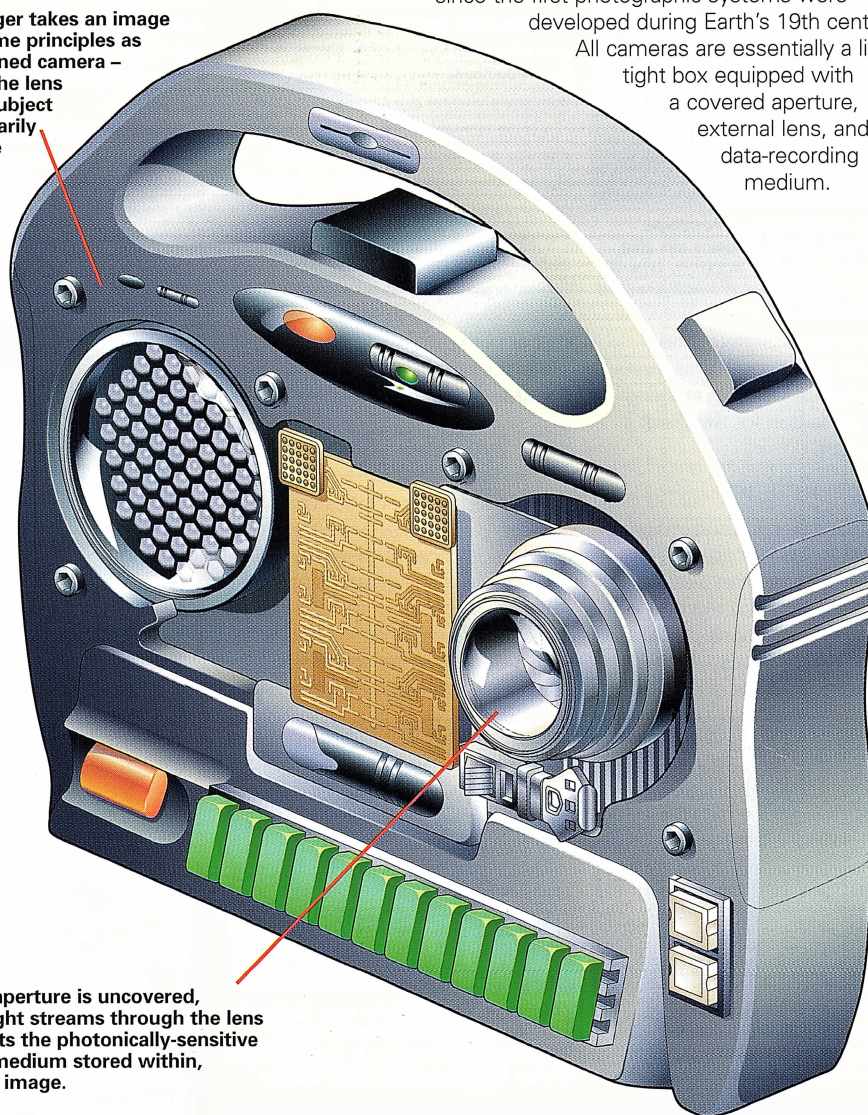
The holographic imaging device is raised to the eye level of the user, who then peers through the viewfinder until the subject is spotted. The imager can be held horizontally or vertically.



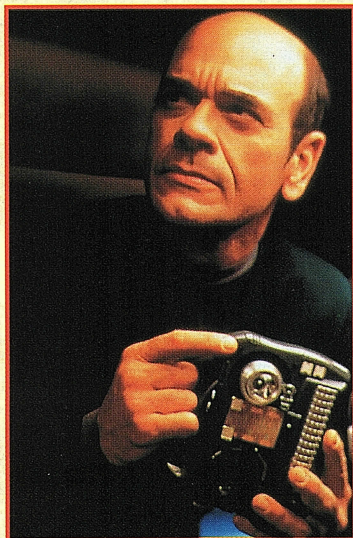
BASIC PRINCIPLES

The holoimager takes an image along the same principles as an old-fashioned camera — by pointing the lens toward the subject and momentarily removing the aperture cap.

Cameras The **holographic imaging device** operates via a process fundamentally unchanged since the first photographic systems were developed during Earth's 19th century. All cameras are essentially a light-tight box equipped with a covered aperture, external lens, and data-recording medium.



When the aperture is uncovered, reflected light streams through the lens and contacts the photonic-sensitive recording medium stored within, forming an image.



The U.S.S. VOYAGER's EMH is an avid photographer. He often takes his holoimager on away missions.

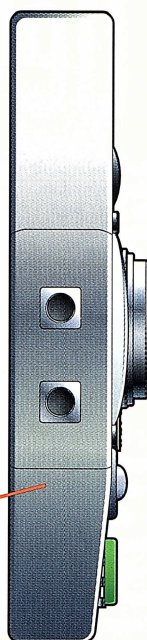
Holographic Imaging Devices

SLIM DEVICE

Casing The **holoimager** components are assembled in a rugged, lightweight, rectangular case complete with a molded handle and shoulder strap. The case's exterior comprises sensing elements, buttons, a built-in illumination source, and a protruding, cylindrical lens. The back of the holoimager contains the viewfinder and additional controls.

The holoimager is a very narrow device.

SIDE VIEW



FRONT VIEW

The holoimager is equipped with a practical carry-handle.

The viewfinder display includes two different meters, two horizontal barometer-type indicators, and additional data lights.



▲ The holoimager focuses on the zone shown on the viewfinder display screen. It will scan the subject and background to get a clear picture.

low-resolution scanners when compared to the molecular-level, quark enhanced, analog imaging system perfected for **Starfleet's** transporters.

Displaying pictures

To exhibit the captured images, data must be downloaded from the imager into a larger system. This is easily done via the imager's built-in communications processor. Placing the imager case near an appropriate computer console and

issuing voice or manual commands establishes standard communication protocols between the two devices and data transfer can commence. It only takes a few seconds to transmit the imager's entire contents.

Once downloaded, the pictures can be accessed from the main computers and viewed in a variety of formats and locations. The simplest is a flat image on a screen or monitor. The computer identifies the images by their time index codes, displayed in the lower left corner of the screen. Alternately, the pictures can be projected, floor-to-ceiling, in the holodeck.

Other specifications

The holoimager can be enhanced beyond its basic specifications. **Voyager's** EMH discovers that by adding additional modules to the front of the unit, he can adjust the resonance spectrum along a **subspace** band, enabling him to carry out deep body scans at a subatomic level. After a subatomic

image is downloaded into the medical database, the medical **holoemitters** can create three-dimensional views of a crew member, revealing their skeleton, internal organs, musculature, and epidermis.

Voyager's **Ensign Samantha Wildman** often creates holo-pictures during away missions, for her daughter **Naomi's** data album. **Commander Chakotay** is also familiar with the holoimager, taking it with him to investigate the ersatz

Starfleet Academy built by **Species 8472**. **Captain Kathryn Janeway** and **Seven of Nine** use his holopictures to create a representation of the aliens' **Terrasphere 8** in **Astrometrics**.

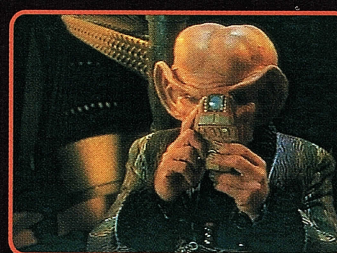
One final component the holographic imaging device shares with its predecessors is the photographer. The person on the other side of the lens adds the imagination and perspective that turns a simple light-capturing device into something extraordinary.

FERengi HOLOIMAGERS

Stolen image

In 2371, **Tiron**, a rich patron of **Quark's** bar, approaches the **Ferengi** barkeep with a business proposition. **Tiron** is attracted to **Kira Nerys** and wants **Quark** to create a **holosuite** program featuring a holographic **Kira**. **Quark** obtains a picture of **Kira** using a holoimager, but **Chief of Security Odo** and the major discover his plan and sabotage the program.

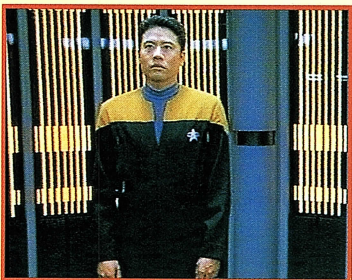
▶ **Kira and Odo** learn that **Quark** has made a holoprogram using the major's image.



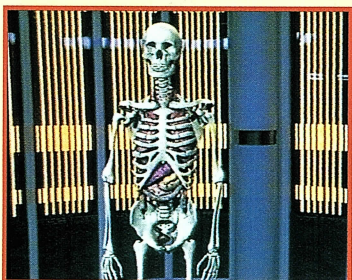
▶ **Quark** uses a **Ferengi** holoimager to obtain a picture of **Kira Nerys**. He downloads this image into the computers on his holosuites.



▶ **Tiron** commissions **Quark** to create a private holographic representation of **Kira Nerys** for his use.



▶ **U.S.S. VOYAGER's** **EMH** modifies a holoimager to carry out subatomic body scans on his patients.



▶ The holoimager can recreate its subject layer by layer. This representation is so detailed it can be magnified 500 times.



CAPTAIN'S LOG

STARDATE: 45571.2

"We are going into orbit around an unexplored Class-M moon of Mab-Bu VI. Though the moon was reported to be uninhabited, we have picked up a weak distress call."

'Power Play'

The *U.S.S. Enterprise NCC-1701-D* comes under siege from a trio of incarcerated spirits. The alien entities possess the bodies of Deanna Troi, Lt. Commander Data, and Chief Miles O'Brien, forcing the *Starfleet* personnel to threaten their friends and families.

The *U.S.S. Enterprise NCC-1701-D* picks up a *Starfleet* distress call from the moon of planet **Mab-Bu VI**. Captain Jean-Luc Picard believes it could be from the *U.S.S. Essex NCC-173*, reported lost in the area 200 years ago. Counselor Deanna Troi senses traces of life on the moon.

A fierce storm forces Troi, Commander Riker, and Lt. Commander Data to take a shuttlecraft to the moon's surface. The craft crashlands, however, and Chief Miles O'Brien beams down with a transporter pattern enhancer to rescue his colleagues.

A sudden burst of energy knocks the away team unconscious. Three energy rings descend and enter the bodies of Data, Troi, and O'Brien; Riker recovers first and, unaware that his colleagues have been possessed, activates the pattern enhancer. The group is beamed back to the ship.

The *Enterprise* moves away from Mab-Bu IV, but when Data, Troi, and O'Brien return to the bridge they attempt to seize control of the ship. The three rebels then take hostages in **Ten-Forward**, and demand that Picard return the *Enterprise* to Mab-Bu IV's moon.

Trapped souls

The entity inhabiting Troi identifies itself as **Captain Bryce Shumar** of the *U.S.S. Essex*. It claims that in 2167, the minds of the *Essex* crew were absorbed into the magnetic currents surrounding the moon after their ship was ripped apart by a storm. By returning their skeletal remains to Earth, Picard will set their spirits free.

Picard takes the trio to the transporter pad in Cargo Bay 4. Troi admits the spirits are not *Starfleet* officers, but criminals brought to the moon 500 years ago from the **Ux-Mal star system**. They were separated from their bodies and left to drift in the storms. They nearly escaped on board the *Essex*, and now plan to use Picard's ship and crew to return home. Picard threatens to open the cargo bay doors if that is the only way to rid the *Enterprise* of the invaders. Admitting defeat, the spirits leave the bodies of Troi, Data, and O'Brien to return to their prison.

ON SCREEN...



1 The distress signal is identified as unique to a **DAEDALUS**-class vessel. The crew have solved the mystery of the *U.S.S. ESSEX NCC-173*, lost 200 years ago.



2 The *U.S.S. ENTERPRISE* away team take down a shuttlecraft, but it crashes and they have to be rescued by Chief O'Brien, who arrives with a pattern enhancer.



3 An energy force knocks the away team unconscious. Three alien entities enter the bodies of Counselor Troi, Lt. Commander Data, and Chief O'Brien.



4 Troi, Data, and O'Brien take many of the crew and their families hostage in **Ten-Forward**. Troi demands that the *ENTERPRISE* return to Mab-Bu VI.



5 The *ENTERPRISE* again nears the surface of the Mab-Bu moon; the entity inhabiting Troi confesses that they are actually escaped **Ux-Mal** prisoners.



6 Captain Picard threatens to expel the entities through the cargo bay doors. He is quite prepared to sacrifice his own life in order to ensure the safety of his crew.

STARSHIP FACTS

The spirit possessing Miles O'Brien still recognizes a bracelet that the chief gave to Keiko O'Brien at McKinley Park.



'Ethics'

Dr. Beverly Crusher and Commander Will Riker both grapple with the difficult ethical questions raised by Lt. Worf's crippling accident. The Klingon officer refuses to live the rest of his life as a paraplegic, and requests help in a ritual suicide.

Lt. Worf is paralyzed from the waist down after a heavy container falls on him in Cargo Bay 3. The accident leaves the Klingon officer feeling helpless and ashamed. Dr. Beverly Crusher sends for Dr. Toby Russell, a neurogeneticist from the Adelman Neurological Institute, whom she hopes may be able to cure Worf's condition.

Worf has no desire to live as an object of shame or pity. He asks Commander Will Riker to assist him in performing the Hagh'bat ceremony, a Klingon suicide ritual that will provide him with a dignified and honorable death. Riker understands Worf's torment, but he finds the idea of helping a friend to die morally repugnant.

Dr. Russell wants to use an experimental genetronic replication procedure on Worf's spine. When Dr. Crusher learns that Starfleet Medical have, on three separate occasions, rejected Dr. Russell's request to try the procedure on a humanoid guinea pig, she accuses the neurogeneticist of exploiting Worf's misery.

Hard choices

Riker confronts Worf again, reminding him that Klingon law makes it clear that only a warrior's son can perform the Hagh'bat ceremony. Worf has no desire to involve young Alexander in his death, and so breaks with Klingon tradition by agreeing to submit to Dr. Russell's surgery.

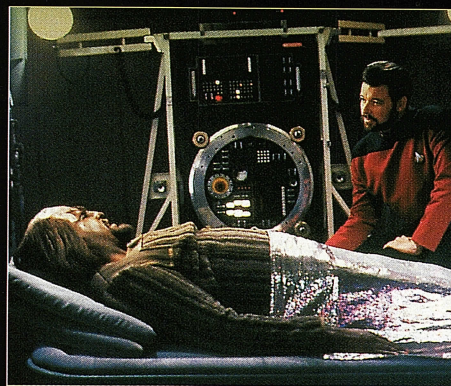
Beverly reluctantly agrees to assist Dr. Russell in the operating theater. At first the genetronic technique appears to work, but then Worf suddenly suffers a massive cardiac arrest. Despite her best efforts, Beverly fails to revive the patient, and she gently breaks the bad news to Alexander.

When the boy is allowed to view his father's corpse, a biochemical reaction, unique to Klingons, amazingly pulls Worf back from the dead. The lieutenant is soon able to walk again. The operation is declared a success, but Dr. Crusher still cannot forgive Dr. Russell for endangering a patient just to satisfy her scientific curiosity.

CHIEF MEDICAL OFFICER'S LOG SUPPLEMENTAL

"After further consultation with Starfleet Medical – and a great deal of soul-searching – I have reluctantly granted Lt. Worf's request to undergo the genetronic procedure."

ON SCREEN...



1 Worf loses all self-esteem after his spine is damaged in an accident in Cargo Bay 3. The Klingon officer refuses to allow his son Alexander to see him in such a weakened condition.



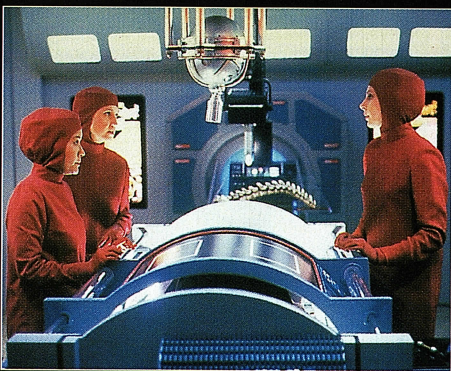
2 Dr. Beverly Crusher invites Dr. Toby Russell to come aboard the U.S.S. ENTERPRISE, but there is conflict between the two doctors when Beverly learns of Russell's experimental techniques. The doctor has not been sanctioned by Starfleet Medical.



3 Beverly realises that the genetronic technique may be the only way to dispel Worf's suicidal tendencies, but she is far from happy with the procedure.



4 Before going into theater, Worf asks Counselor Deanna Troi to look after Alexander should the operation fail. Troi promises that she will.



5 Beverly joins Russell and her team in the operating theater, but problems arise and it initially appears that Worf has died on the operating table.



6 In the end, Worf's operation is declared a success and the Klingon officer is soon walking again. He even allows Alexander to aid him in his recovery.

STARSHIP FACTS

A Dr. Crusher contacts the Klingon Medical Division to learn more about Klingon neurological medicine, only to be told that in cases such as Worf's, patients are usually allowed to die.



'Rocks and Shoals'

Marooned on a remote planet with a crippled ship and few supplies, Captain Sisko and his crew find themselves under attack from an equally stranded group of Jem'Hadar. All seems lost, until an injured Vorta offers Sisko a viable, although highly immoral, solution to the problem.

CAPTAIN'S LOG STARDATE 51107.2

"Chief O'Brien had a plan to restore main power to our commandeered Dominion ship. All he needed was three more days. But he's not going to get them. Sensors have detected two JEM'HADAR FIGHTERS heading our way. And without main power, our chances of survival are slim."

Captain Benjamin Sisko and his colleagues from *Deep Space Nine* find themselves trapped behind enemy lines, their commandeered *Jem'Hadar Attack Cruiser* bereft of warp drive and other vital systems.

Two hostile Jem'Hadar vessels approach and start firing on the *Starfleet* crew. Pilot **Lt. Commander Jadzia Dax** works quickly to guide her ship and fellow officers to safety, but the *Trill's* console explodes under heavy fire, knocking her to the floor. Sisko, noticing that Dax has sustained a nasty stomach wound, urgently calls **Dr. Julian Bashir** to the bridge.

Without a pilot, the ship plunges uncontrollably into a **dark matter nebula** 60 degrees above the bow. The two pursuing Jem'Hadar vessels turn back before reaching the nebula's edge, while the *Attack Cruiser* is drawn toward a **Class-M** planet.

Shipwrecked

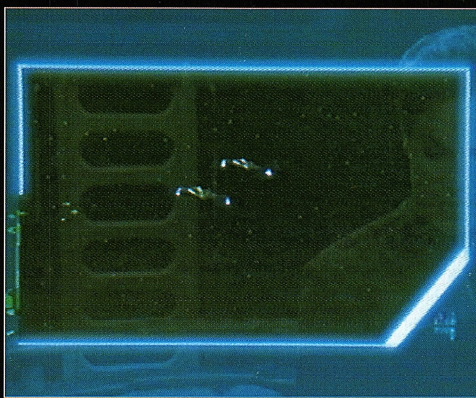
Two days before, a real Jem'Hadar ship entered the nebula and also crashlanded on the planet. **Keevan**, the *Vorta* in command of the ship, was seriously injured during the landing and lies in a cavern close to death. The remaining Jem'Hadar have secured their new camp, vaporized the dead bodies of their First and Second, and sent out two patrols to reconnoiter the shoreline. **Third Remata'Klan** and **Fourth Limara'Son** know that their situation is serious. Keevan controls their dwindling stock of **ketracel white**; without fresh supplies of the drug, Remata'Klan and his troops will die.

The stranded *Deep Space Nine* party – Sisko, Dr. Bashir, **Miles O'Brien**, **Garak**, **Lt. Lisa Neeley**, **Ensign Paul Gordon**, and **Ensign Nog** – bail out of their sinking ship on a hastily assembled raft, bringing with them the barely conscious Dax and as much equipment as they can salvage. By nightfall, they have set up base camp in another cavern on the planet. Bashir stabilizes Dax's condition and gives a guarded prognosis.

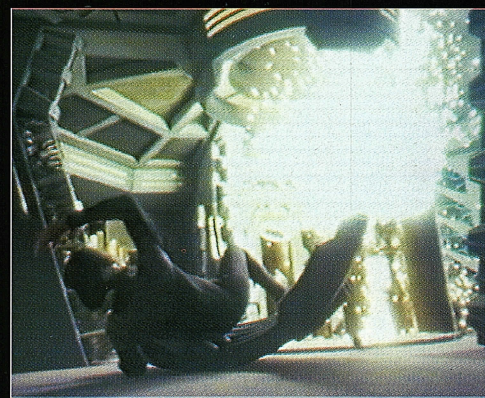
Meanwhile, the Jem'Hadar are anxious for their next dose of ketracel white, and are disappointed when Keevan gives Remata'Klan only a single vial from his case.

The next day, Garak and Nog go out to search for fresh water and edible vegetation, but are ambushed by a group of Jem'Hadar soldiers. Stripped of their **combades** and

ON SCREEN...



1 The Starfleet-commandeered JEM'HADAR ATTACK CRUISER and its crew are left trapped and vulnerable behind enemy lines as two genuine Jem'Hadar vessels approach.



2 The Jem'Hadar vessels attack Sisko's ship. Jadzia Dax sustains a nasty wound in her stomach during the conflict, leaving the ATTACK CRUISER without a pilot.



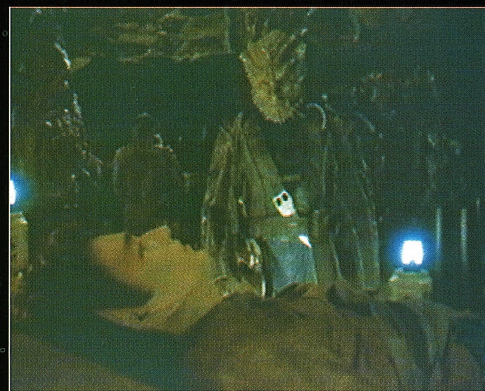
3 Sisko's ATTACK CRUISER spirals out of control and falls toward a Class-M world, covered with oceans. It crashlands in a bay edged by rocky cliffs and shoals.



4 Sisko and his marooned crew are not alone on this harsh, desolate world. Two days before, another Jem'Hadar vessel and its crew were also shipwrecked on the planet.



5 Sisko's crew abandon their downed ATTACK CRUISER in a raft. Eventually, wet, miserable, and exhausted, they reach the shore and pull the heavy raft onto the sand.



6 Keevan, the Vorta leader of the marooned Jem'Hadar crew, is badly injured and confined to bed, but his men still look to him for their orders.



'Rocks and Shoals'

phasers, Garak and Nog are taken to meet with Keevan; the Vorta spares the lives of his two prisoners upon learning that there is a doctor in their group. Remata'Klan is ordered to find the Starfleet unit, assess their strength, and report back.

When Garak and Nog fail to respond to hails, Sisko, O'Brien, Neeley, and Gordon leave the cavern to search for their missing comrades. The Starfleet group briefly encounter the Jem'Hadar patrol before returning to the cavern, where they start to plan their strategy. They are interrupted by a visit from Remata'Klan, who has been ordered by Keevan to propose an exchange: Garak and Nog for Sisko and Bashir.

The prisoner exchange goes smoothly and, inside the Dominion camp, Bashir operates on Keevan. When the Vorta comes round after surgery, he dismisses his 10 Jem'Hadar soldiers and asks Bashir to pass him the case containing the ketracel white. Inside, only a single vial is still intact – the rest have been smashed. Without the white, Keevan will be unable to control Remata'Klan and his men, and the Jem'Hadar will quickly become nothing more than mindless killing machines.

Cunning tactics

The wily Keevan offers Sisko an appalling solution that should prove beneficial to them both: he can order the Jem'Hadar to attack the Starfleet base in the morning, and at the same time provide Sisko with their precise plan of attack. Once the Jem'Hadar are slaughtered, Keevan will hand over his damaged communications system to one of the captain's engineers. The Vorta is quite happy to sit out the rest of the conflict as a Federation prisoner of war.

The Jem'Hadar attack the next morning, just as Keevan predicted, but Sisko manages to make contact with Remata'Klan before a single shot is fired. The captain tries to convince the Jem'Hadar to surrender and accept medical stasis until a new supply of white can be secured. Sadly, Remata'Klan cannot bring himself to disobey his leader – he says "it is the order of things" – even though he knows full well that Keevan has betrayed his soldiers by placing them in a tactically inferior position.

The ensuing battle is brief and bloody. The charging Jem'Hadar are easily picked off by the Starfleet crew, although Ensign Gordon is tragically killed during the conflict. Keevan arrives and, stepping over the dead bodies of

his soldiers, hands over the Dominion communications equipment to a disgusted Captain Sisko.

A few hours later, **Commander Worf** and **Klingon** officers from the **I.K.S. Rotarran** respond to a distress call sent out by the **Deep Space Nine** party. Worf gazes at the

graves that have been dug for the dead, and congratulates Sisko on a glorious victory, one of which even the Klingons would have been proud. The captain, still appalled at Keevan's selfishness, says nothing in response. He is certain there have been no winners today – only losers.

ON SCREEN...



7 The Vorta controls the supply of ketracel white, without which the Jem'Hadar will die. He does not tell them that the supply has almost run out.



8 Nog and Garak are captured by the Jem'Hadar while foraging for food. Nog volunteers his name, rank, and number, but is sharply silenced by Garak.



9 A search party sent out by Sisko detect a Jem'Hadar patrol on their tricorders, but are soon pinned back by heavy phaser fire. Remata'Klan furiously orders his men to halt their attack.



10 On their way to the Jem'Hadar camp, Sisko teases Remata'Klan, the highest ranking Jem'Hadar. He tells of the time he fought alongside a Jem'Hadar troop which killed their Vorta.



11 Dr. Bashir performs surgery on Keevan. The Jem'Hadar soldiers crowd round the doctor, ghoulishly eager to catch their first glimpse of a Vorta's insides.



12 Captain Sisko lets the Jem'Hadar know they are walking into a trap. The Starfleet officer is sickened that they choose to obey their orders regardless.

STARSHIP FACTS

Major Kira's decision to send 400 Dominion facilitators down to Bajor upsets Vedek Yassim. She accuses Kira of becoming an apologist for evil, and demonstrates her opposition to the Dominion by hanging herself on the Promenade. This desperate act of protest inspires the major to abandon her neutral position and form a new resistance movement.



R continued

Regrean wheat husks

The outer coverings of Regrean wheat. **Drofo Awa**, the **Hetman** of a **Xepolite ship** represented his cargo as being five kilotons of harmless Regrean wheat husks. (*Starship Log: 'The Maquis', Part II* [DS9]) **SEE FILE 70**

Regressives

A derogatory term for a group of people from **Enara Prime** who opposed advancing technology. Escalating punishments were meted out to the Regressives, ending with genocide and a cover-up. In 2373, **Koreenna Mirell** exposed the truth. (*Starship Log: 'Remember' [VOY]*) **SEE FILES 18, 71**

Regula

Class-D planetoid in the **Mutara Sector**. **Dr. Carol Marcus** worked on **Project Genesis** at the **Regula 1 Space Laboratory**, orbiting Regula. Marcus first tested Genesis inside Regula; the device created a cavern filled with fully developed plants and animals. (*Starship Log: 'Star Trek II: The Wrath of Khan'*) **SEE FILES 5, 32, 73**

Regulak IV

This planet housed one of **Damar's** rebel bases. All 18 of Damar's bases were reported destroyed in 2375 by **Jem'Hadar** and **Cardassian** ships under the command of **Weyoun** and the **Dominion**. (*Starship Log: 'The Dogs of War' [DS9]*) **SEE FILES 13, 70**

Regulan blood worms

The **Klingon Korax** described all "Earthers," except **Captain Kirk**, as being soft and shapeless, "like Regulan blood worms."

(*Starship Log: 'The Trouble With Tribbles' [TOS]*)

SEE FILE 68

In 2267, the Klingon Korax compared humans to Regulan blood worms.



Regulan fever

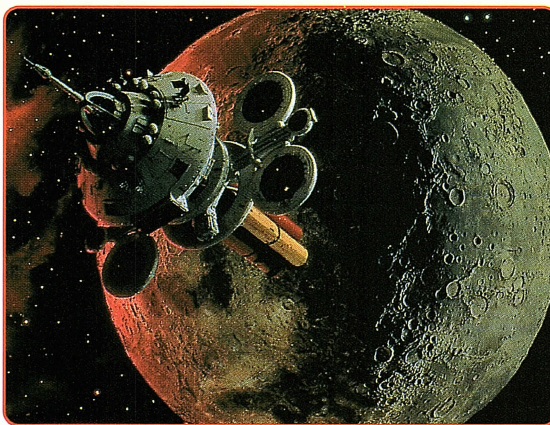
A potentially fatal disease. **Neema**, the six-year-old daughter of **Audrid Dax**, contracted this disease. She was in a coma for two weeks before beginning to recover. (*Starship Log: '... Nor the Battle to the Strong' [DS9]*) **SEE FILE 70**

Regulation 157, section 3, paragraph 18

This **Starfleet** rule, quoted to **Captain Sisko** by temporal investigator **Lucsly**, states: "Starfleet officers shall take all necessary precautions to minimize any participation in historical events." (*Starship Log: 'Trials and Tribble-ations' [DS9]*) **SEE FILES 19, 70**

Regulon system

An **Alpha Quadrant** star system. The **Cardassian** ship **Bok'Nor** was scheduled to visit this system before docking at **Deep Space Nine** in 2370. (*Starship Log: 'The Maquis', Part I [DS9]*) **SEE FILES 36, 70**



The REGULA 1 SPACE LABORATORY orbits a Class-D planetoid in the Mutara Sector. It was the site of Project Genesis in 2285.

Regulus III

This planet, approximately 300 light years from **Deep Space Nine**, is the location of a highly respected science academy. In 2371, **Jake Sisko's** girlfriend, **Marta**, left **Deep Space Nine** to attend a course there. (*Starship Log: 'Fascination' [DS9]*) **SEE FILES 3, 70**

Regulus V

This planet is dotted with caverns that support a population of large **eel-birds**. Every 11 years, each eel-bird instinctively returns to its original cavern hatchery to reproduce. (*Starship Log: 'Amok Time' [TOS]*) **SEE FILES 3, 68**

Reiskin

One of the members of **Species 8472**, who was practicing to be human in a **Starfleet Academy Terrasphere**, took this identity. Reiskin's role was that of a female orbital flight control officer, tracking starships arriving from the **Bolian sector**. (*Starship Log: 'In The Flesh' [VOY]*) **SEE FILES 40, 71**

Rejac Crystal

This unique collectible is rumored to be displayed in **Zibalian** trader **Kivas Fajo's** vault-like private museum, the **Den**. (*Starship Log: 'The Most Toys' [TNG]*) **SEE FILES 40, 69**

Rekag-Seronia

A planet near **Federation** shipping lanes. The two factions on the planet, the **Rekags** and the **Seronians**, were enemies for many years. When fighting began to affect Federation commerce in 2369, mediator **Ves Alkar** was brought in to resolve the dispute. (*Starship Log: 'Man of the People' [TNG]*) **SEE FILES 58, 69**

Rekar, Commander

This **Romulan** officer reported to **Subcommander Almak**. Rekar stole the **U.S.S. Prometheus NX-59650** in 2374, and was the first to use its **multivector attack mode** in combat. Rekar was defeated by two holographic doctors. (*Starship Log: 'Message In A Bottle' [VOY]*) **SEE FILES 31, 56, 71**

Rekarri starburst

Party beverage decorated with colorful flora. **Tom Paris's** efforts to increase the fun factor in **Neelix's** relaxing **Paxau Resort holodeck program** included deleting the **Gallia nectar** and substituting Rekarri starbursts. (*Starship Log: 'Warlord' [VOY]*) **SEE FILES 29, 71**

Regrean wheat husks
Regressives
Regula
Regulak IV
Regulan blood worms
Regulan fever
Regulation 157, section 3, paragraph 18
Regulon system
Regulus III
Regulus V
Reiskin
Rejac Crystal
Rekag-Seronia
Rekar, Commander
Rekarri starburst
Rekelen
Reklar
Relativity
relay access ports
relay satellite
relay station
Reliant NCC-1864, U.S.S.
Relliketh
Relora
Relva VII
Rem, Tauvid
remat detonator
Remata'Klan
rematerialization subroutine
Remmick, Dexter
Remmil VI
Remmler Array



Dulmer and Lucsly, of the Federation Department of Temporal Investigations, liked to ensure that Regulation 157, section 3, paragraph 18 was followed to the letter.



Rekar's attempt to steal the U.S.S. PROMETHEUS was foiled by the bravery of two holographic doctors.



Rekelen

Cardassian antimilitary dissident. In 2370, Rekelen, her partner **Hogue**, and **Professor Natima Lang** fled to **Deep Space Nine**. **Garak** and **Quark** helped the trio evade **Gul Toran** and leave the station. (*Starship Log*: 'Profit and Loss' [DS9]) **SEE FILES 13, 50, 70**

Reklar

Gul Lemec's Galor-class Cardassian Warship. In 2369, the *Reklar* rendezvoused with the **U.S.S. Enterprise NCC-1701-D**, under the command of **Captain Edward Jellico**, to discuss provocative **Cardassian** troop movements. (*Starship Log*: 'Chain of Command', Part I [TNG]) **SEE FILES 36, 69**

Relativity

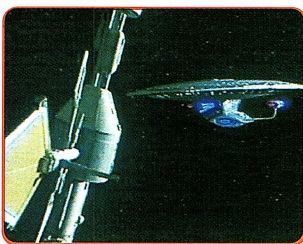
This 29th-century **Federation Timeship** was commanded by **Captain Braxton**. In addition to standard starship equipment, a *timeship* is also equipped with **transporters** that send a person through time as well as space, and temporal mapping systems. (*Starship Log*: 'Relativity' [VOY]) **SEE FILES 5, 31, 43, 71**

relay access ports

Part of the **transporter** system aboard the **U.S.S. Voyager NCC-74656**. Without relay access ports, transport is not possible. **Seska's** revision to **Tuvok's Insurrection Alpha holoprogram** blocked the transporter relay access ports, trapping **Tom Paris** and **Tuvok** in the **holodeck**. (*Starship Log*: 'Worst Case Scenario' [VOY]) **SEE FILE 71**

relay satellite

A communications device that **Admiral Leyton** ordered to be installed near the **Bajoran wormhole** in 2372. The satellite's **subspace** modulator forced the wormhole to open repeatedly, giving the impression that cloaked **Dominion** ships were invading the **Alpha Quadrant**. (*Starship Log*: 'Paradise Lost' [DS9]) **SEE FILE 70**



relay station

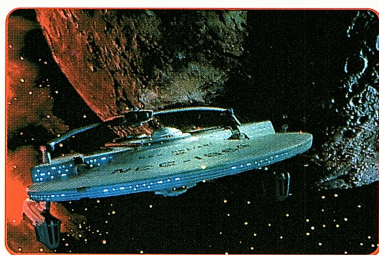
A manned or automated retransmission node in the **Federation subspace** communications network. Without relay stations, subspace communications would not be possible. In 2369, **Relay Station 47** was the site of a murder. (*Starship Log*: 'Aquiél' [TNG]) **SEE FILES 32, 69**

▶ The **U.S.S. ENTERPRISE** was assigned to investigate a murder case on **RELAY STATION 47**, in 2367. One of the suspects was **Lt. Aqiel Uhnari**.

Reliant NCC-1864, U.S.S.

A **Miranda-class** starship. In 2285, **Khan Noonien Singh** commandeered the *Reliant* while it orbited **Ceti Alpha V**. He used it to steal the **Genesis Device**, and attack the unsuspecting **U.S.S. Enterprise NCC-1701**. (*Starship Log*: *Star Trek II: The Wrath of Khan*) **SEE FILES 31, 73**

▶ In 2285, the **U.S.S. RELIANT** was defeated in combat by the **U.S.S. ENTERPRISE**.



Relliketh

A province on **Bajor**. **Vedek Bareil** was in Relliketh's refugee camp during the **Cardassian** occupation. In 2375, **Gul Dukat** – disguised as the **Bajoran** farmer **Anjohl Tennan** – claimed Relliketh was his homeland when meeting **Kai Winn**. **Dukat** used the alias in order to deceive her into helping him free the **Pah-wraiths**. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 10, 50, 70**

Relora

SEE: **Kazon-Relora**

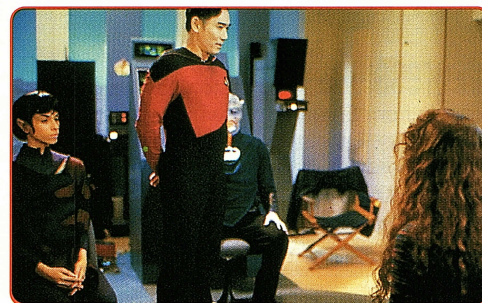
Relva VII

This planet was designated an official **Starfleet Academy** final entrance exam testing site. In 2364, **Wesley Crusher** competed against **Oliana Mirren**, **T'Shanik**, and **Mordock** under the control of **TAC Officer Chang**.

Mordock won.

(*Starship Log*: 'Coming of Age' [TNG]) **SEE FILES 19, 43, 69**

▶ **Wesley Crusher** took his final entrance exam for **Starfleet Academy** on **Relva VII**. He performed well, but failed to gain entry.



Rem, Tauvid

This **Idanian** intelligence officer was sent to extricate his colleague **Arissa** from the **Orion Syndicate** and restore her memory. **Tauvid** was murdered by **Traidy** and **Sorm** on **Deep Space Nine** in 2373, before completing his mission. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILES 58, 70**

remat detonator

This **Romulan** device kills during **transporter** travel by scrambling rematerialization data. **Remats** are so small that victims are unaware the transports have been booby-trapped. The devices can sometimes evade transporter security scans. (*Starship Log*: 'The Darkness and the Light' [DS9]) **SEE FILES 60, 70**

Remata'Klan

A **Jem'Hadar** soldier whose **Vorta**, **Keevan**, sent him and his comrades into a deathtrap. **Remata'Klan** figured out the **Vorta's** intentions, but followed orders regardless, and died in 2374. (*Starship Log*: 'Rocks and Shoals' [DS9]) **SEE FILE 70**

rematerialization subroutine

The **transporter** process governing transmission of matter from the **pattern buffer** to the **emitter array**. In order to stay alive after the ship he was traveling on crashed on the surface of a **Dyson Sphere**, **Captain Montgomery Scott** turned off the rematerialization subroutine and existed as a recycling matter stream for 80 years. (*Starship Log*: 'Relics' [TNG]) **SEE FILES 31, 43, 69**

Remmick, Dexter

In 2364, this **Starfleet** officer from the Inspector General's office was investigating indications that an internal **Starfleet** coup was about to be undertaken. Parasitic aliens were discovered to be the perpetrators, and **Remmick** himself turned out to be hosting the creatures' leader. (*Starship Log*: 'Coming of Age' [TNG]) **SEE FILES 5, 18, 69**

Remmil VI

A planet mentioned in a **Starfleet Security** criminal activity report received by **Odo**. The crystalline central museum building on **Remmil VI** was destroyed and looted by **Nausicaans** using an ultrasonic generator. (*Starship Log*: 'Heart of Stone' [DS9]) **SEE FILE 70**

Remmler Array

This **Federation Drydock**, in orbit above **Arkaria Base**, was equipped to remove **baryon particles** that build up on starships, via a high-frequency plasma field beam. The **U.S.S. Enterprise NCC-1701-D** used the **Remmler Array** in 2369. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILES 32, 69**

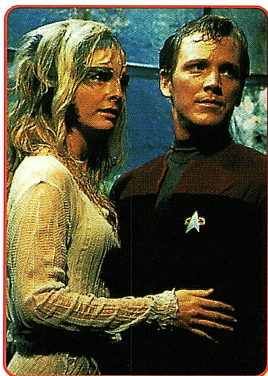


R continued

Remus One of the twin home planets of the **Romulan Star Empire**. It is the smaller sister planet to **Romulus**. (*Starship Log*: 'Balance of Terror' [TOS]) **SEE FILES 5, 12, 68**

Ren, Lidell and Tolen A married **Banean** couple.

In 2371, Tolen's navigational array breakthroughs made him essential to the war effort against the **Numiri**. Lidell conspired with a **Numiri** spy to murder her husband and convict **Lt. Tom Paris** of the crime. (*Starship Log*: 'Ex Post Facto' [VOY]) **SEE FILES 18, 71**



U.S.S. VOYAGER's Tom Paris had a brief affair with Lidell, the wife of Tolen Ren.

Renaissance class A category of **Federation** starship that includes the **U.S.S. Aries NCC-45167**, which was offered to **William Riker** as his first command, and the **U.S.S. Hornet NCC-45231**, which helped reveal **Romulan** involvement during the **Klingon civil war**. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 31, 69**

Renar This unmarried young woman lived on the planet **Meridian**. **Seltin**, Meridian's leader, hoped that widower **Deral** would marry Renar or **Keshara**. Renar was Seltin's second choice. (*Starship Log*: 'Meridian' [DS9]) **SEE FILE 70**

Renavi The location of a duke's harem. In 2375, **Klingon** warrior **Kor** and **Ezri Dax** recalled, with laughter, how Kor and **Curzon Dax** defeated the site's security and entered the forbidden place. (*Starship Log*: 'Once More unto the Breach' [DS9]) **SEE FILE 70**

Renegade NCC-63102, U.S.S. This **New Orleans**-class starship was captained by **Tryla Scott**. In 2364, the **Renegade** orbited **Dytallix B** in order to rendezvous with the **U.S.S. Enterprise NCC-1701-D** and the **U.S.S. Horatio NCC-10632**. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILES 31, 69**

Renewal Scroll A special roll of paper on which **Bajorans** write their troubles during the annual **Gratitude Festival**. The scrolls are ritually burned in the hope that the problems they represent will likewise disappear. (*Starship Log*: 'Fascination' [DS9]) **SEE FILES 10, 70**

rengazo A flavor enhancer used by **Neelix**. He added rengazo and dill weed to **Tuvok's** breakfast of scrambled **Porakan eggs** in 2373. (*Starship Log*: 'Flashback' [VOY]) **SEE FILE 71**



The annual Bajoran Gratitude Festival was held on DEEP SPACE NINE in 2371. Non-Bajoran residents, such as Morn, also took part in the ritual of writing down their troubles on Renewal Scrolls.

Renhol, Dr. This **Trill Symbiosis Commission** doctor was involved in **Jadzia Dax's** initiate evaluation. In 2371, **Commander Sisko** discovered Renhol's role in a cover-up, and used that knowledge to force her to save **Jadzia**. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILE 70**

Renn A denomination of silver-colored coins used in the **Mari** monetary system. **Captain Janeway** bought a **resonator coil** for **B'Elanna Torres** from a **Mari** street vendor for 250 Renn in 2374. (*Starship Log*: 'Random Thoughts' [VOY]) **SEE FILES 18, 71**

Renora This **Bajoran** centenarian was charged with ruling whether a **Klaestron IV** extradition order for **Jadzia Dax**, regarding a crime supposedly committed by **Curzon Dax**, would be honored. Renora dismissed the case after the victim's widow provided new evidence. (*Starship Log*: 'Dax' [DS9]) **SEE FILE 70**

rental The legal description of pregnancy for **Ferengi**. On **Ferenginar** the **lessor**, the father, has specific rights in determining a pregnant female's activities during a rental situation. (*Starship Log*: '... Nor the Battle to the Strong' [DS9]) **SEE FILES 14, 70**

rentrillic trajectory This technique was taught to **Chakotay** by aliens in order to move the **U.S.S. Voyager NCC-74656** out of **chaotic space**. Inducing paralateral rentrillic trajectory involved abnormal adjustments to the **deflector dish** and sensor array. (*Starship Log*: 'The Fight' [VOY]) **SEE FILE 71**

Reon One of **Kira Nerys's** brothers. He was an infant when his mother, **Kira Meru**, was abducted by **Gul Dukat** to serve as a comfort woman on **Terok Nor** in the mid-2340's. (*Starship Log*: 'Wrongs Darker than Death or Night' [DS9]) **SEE FILES 47, 70**

replicating center Location on the **U.S.S. Enterprise NCC-1701-D** which was equipped with large consumer-type **replicators** that were connected to a catalog terminal. **Lt. Commander Data** and **Lt. Worf** got wedding gifts for **Miles O'Brien** and **Keiko Ishikawa** at the center. (*Starship Log*: 'Data's Day' [TNG]) **SEE FILES 66, 69**

Remus
Ren, Lidell and Tolen
Renaissance class
Renar
Renavi
Renegade NCC-63102, U.S.S.
Renewal Scroll
rengazo
Renhol, Dr.
Renn
Renora
rental
rentrillic trajectory
Reon
replicating center
replicative fading
replicator
Replimat
reptohumanoid
Republic NCC-1371, U.S.S.
Repulse NCC-2544, U.S.S.
Research Station 75
Resh
Resket
resolution failure
Resolution, the
resonance burst
resonance tissue scan
resonance leakage
resonant particle wave
resonators
Ressik



The crew of the U.S.S. VOYAGER took shore leave on the Mari homeworld in 2374. They bartered at the market stalls using Renn, the planetary currency.



In 2369, Centenarian Renora presided over the trial of Jadzia Dax. The Trill had been charged with the crimes of her previous host, Curzon Dax.



replicative fading

A fatal flaw in continued cloning. Each cloned generation relies on the previous for source material, but each new clone contains additional minute chromosomal degeneration. Over time, the DNA blueprint becomes unreadable. (*Starship Log*: 'Up the Long Ladder' [TNG]) **SEE FILES 18, 69**

replicator

This apparatus converts stock matter into other pre-programmed forms. Food, clothing, medical supplies, and engineering tools can be replicated. This use of **transporter** mechanics is integral to the comfort of crew members during long-term space missions. (*Starship Log*: 'Sins of the Father' [TNG]; 'Visionary' [DS9]; 'The Cloud' [VOY]) **SEE FILES 66, 69, 70, 71**

Replimat

A self-service food **replicator** café on the **Promenade of Deep Space Nine**. **Dr. Julian Bashir** and **Elim Garak** often ate there together. The **Cardassians** programmed the replimat to fire at its patrons during civil unrest. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 27, 70**

reptohumanoid

An advanced **Delta Quadrant** species that exhibits reptilian and humanoid characteristics. **Neelix** and **Lt. Tom Paris** attempted to nurse a reptohumanoid hatchling until realizing it could feed itself by ingesting the **trigemmic vapors** contained in the planet's atmosphere. (*Starship Log*: 'Parturition' [VOY]) **SEE FILES 54, 71**

▶ **Reptohumanoids have a humanoid skeleton, cold-blooded metabolism, and a reptilian epidermis.**



Republic NCC-1371, U.S.S.

A **Constitution-class** vessel on which **Ensign James T. Kirk** and **Ben Finney** served in 2250. Eventually, the *Republic* became a training ship, confined to the Sol system. It was still functioning in 2374. (*Starship Log*: 'Court Martial' [TOS]; 'Valiant' [DS9]) **SEE FILES 31, 68, 70**

Repulse NCC-2544, U.S.S.

An **Excelsior-class** starship. In 2365, the *Repulse* was commanded by **Captain Taggart**. **Dr. Katherine Pulaski** transferred to the **U.S.S. Enterprise NCC-1701-D** from the *Repulse*. Soon after, Taggart deleted Pulaski's transporter pattern. (*Starship Log*: 'The Child' [TNG]) **SEE FILES 31, 69**

Research Station 75

A small **Federation** facility on an unremarkable planet. This station was **Ensign Stefan DeSeve's** destination after fleeing **Romulus**. The **U.S.S. Enterprise NCC-1701-D** visited the station to arrest DeSeve in 2369. (*Starship Log*: 'Face of the Enemy' [TNG]) **SEE FILE 69**

Resh

This soldier commanded 400 **Ilari** troops, and was poised to revive the warlord **Tieran's** reign. Despite Resh's doubts about Tieran occupying **Kes's** body, the coup was successful and Resh was awarded the rank of **First Castellan**. (*Starship Log*: 'Warlord' [VOY]) **SEE FILES 5, 18, 71**

Resket

A member of the **Rumara** race who illegally fled his own homeworld. The **Rumarans** sent a tracer after Resket in order to bring him back. He was captured almost a year later, in 2374, on the **U.S.S. Voyager NCC-74656**, by **Commander Chakotay** and **Kellin**. (*Starship Log*: 'Unforgettable' [VOY]) **SEE FILES 18, 71**

resolution failure

The momentary or total loss of projected images in the **holodeck**. **Plasmonic energy** can create materialization errors, resolution failures, and eventually a complete system crash. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 66, 69**

Resolution, the

This ceremony on **Kaelon II** celebrates the life and deeds of a person when they reach 60 years of age. The Resolution concludes with the ritual suicide of the honoree. (*Starship Log*: 'Half a Life' [TNG]) **SEE FILES 58, 69**

▶ **Kaelon scientist Dr. Timicin was called home for his Resolution ceremony in 2367. He initially refused to commit suicide after falling in love with Betazoid Ambassador Lwaxana Troi.**



resonance burst

An eruption of sound or vibrations. A resonance burst from the **warp core** of the **U.S.S. Voyager NCC-74656** scrambled a **Bothan** psionic field, releasing its hold on the crew. (*Starship Log*: 'Persistence of Vision' [VOY]) **SEE FILE 71**

resonance tissue scan

This medical procedure uses sound vibrations to detect minute changes in living tissue. Such a scan was performed on **Lt. Commander Geordi La Forge** after an unknown infection was discovered around his **neural inputs**. (*Starship Log*: 'Schisms' [TNG]) **SEE FILE 69**

resonance leakage

A source of evidence that a containment field is losing cohesion. **Jadzia Dax** deduced that a **protouniverse** was about to expand beyond its containment field when she detected resonance leakage. (*Starship Log*: 'Playing God' [DS9]) **SEE FILE 70**

resonant particle wave

A directed energy discharge from **Swarm** technology that makes a **warp field** impossible to maintain. On **Stardate 50252**, this **Delta Quadrant** weapon stopped the **U.S.S. Voyager NCC-74656** in its tracks. (*Starship Log*: 'The Swarm' [VOY]) **SEE FILES 40, 71**

resonators

See: **harmonic resonators**

Ressik

A village on the once-thriving planet of **Kataan**. Thanks to the influence of the **Kataan probe**, **Captain Jean-Luc Picard** was able to recall decades of life in Ressik in 2368. The captain labored as **Kamin**, an ironweaver who played the **Ressikan flute**. After his experience, Picard continued to play the Ressikan flute, which was carried within the **Kataan probe**. (*Starship Log*: 'The Inner Light' [TNG]) **SEE FILES 18, 42, 69**

▶ **The villagers of Ressik enjoyed a simple, but nevertheless contented lifestyle.**

